

Models

Lecture #5

The distance ladder



PHILOSOPHIÆ
NATURALIS
PRINCIPIA
MATHEMATICA.

Autore *ſ* S. NEWTON, Trin. Coll. Cantab. Soc. Matheseos
Professore *Lucasiano*, & Societatis Regalis Sodali.

IMPRIMATUR.
S. P E P Y S, Reg. Soc. P R Æ S E S.
Julii 5. 1686.

L O N D I N I,

Jussu Societatis Regiæ ac Typis *ſ* Josephi Streater. Prostat apud
plures Bibliopolas. Anno MDCLXXXVII.



Pieter Bruegel the Elder, ca. 1563

The Cosmological Distance Scale

Gustav Doré, ca. 1866





1



2



3



4



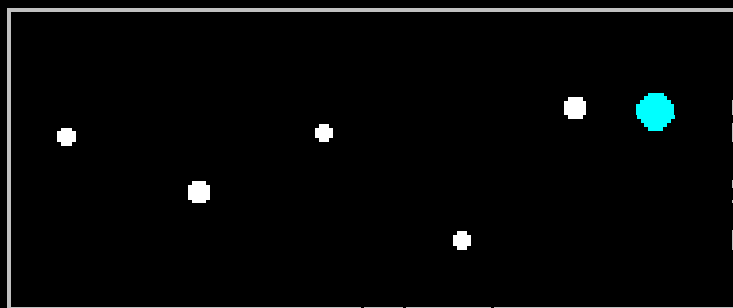
5



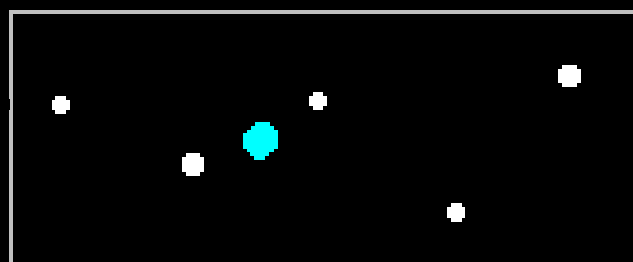
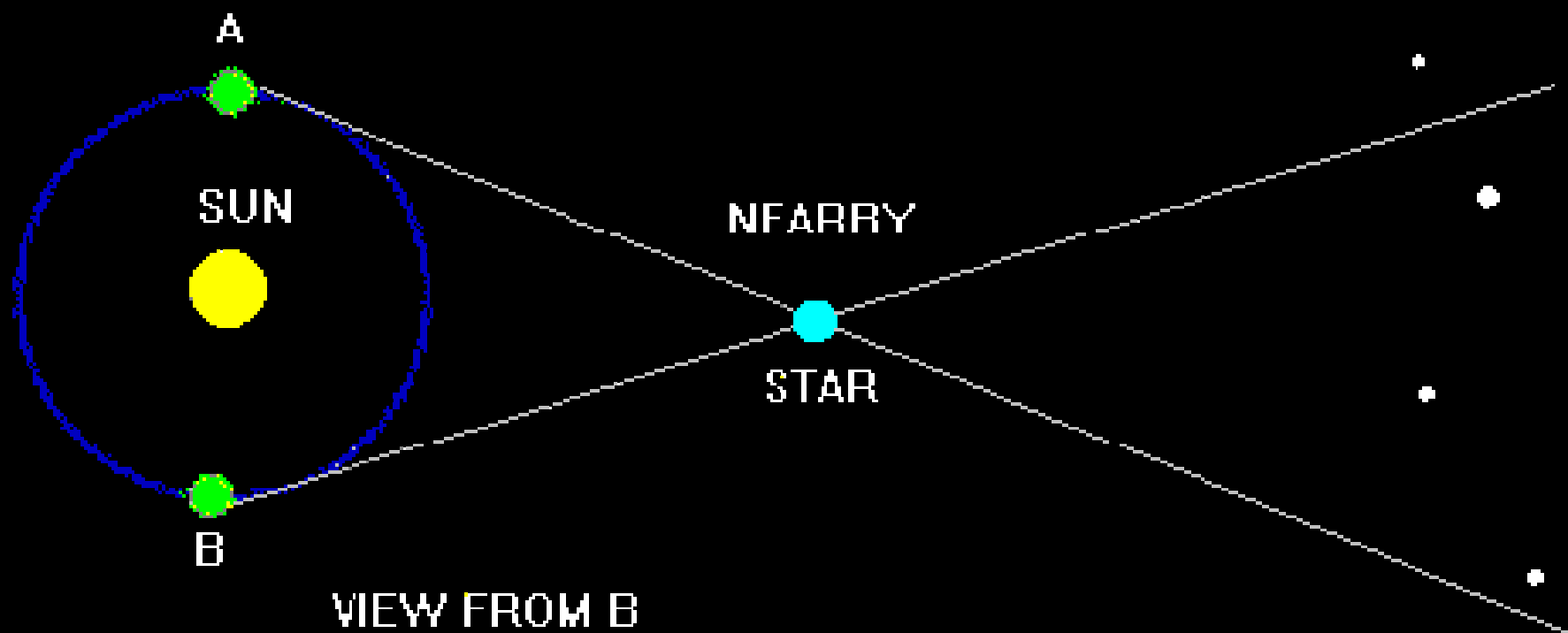
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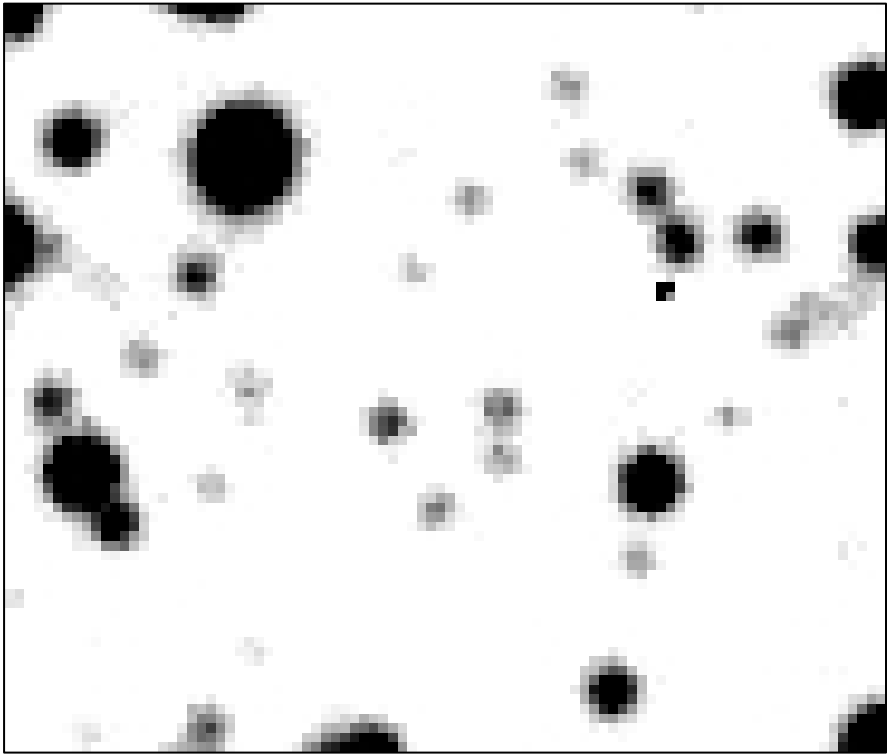
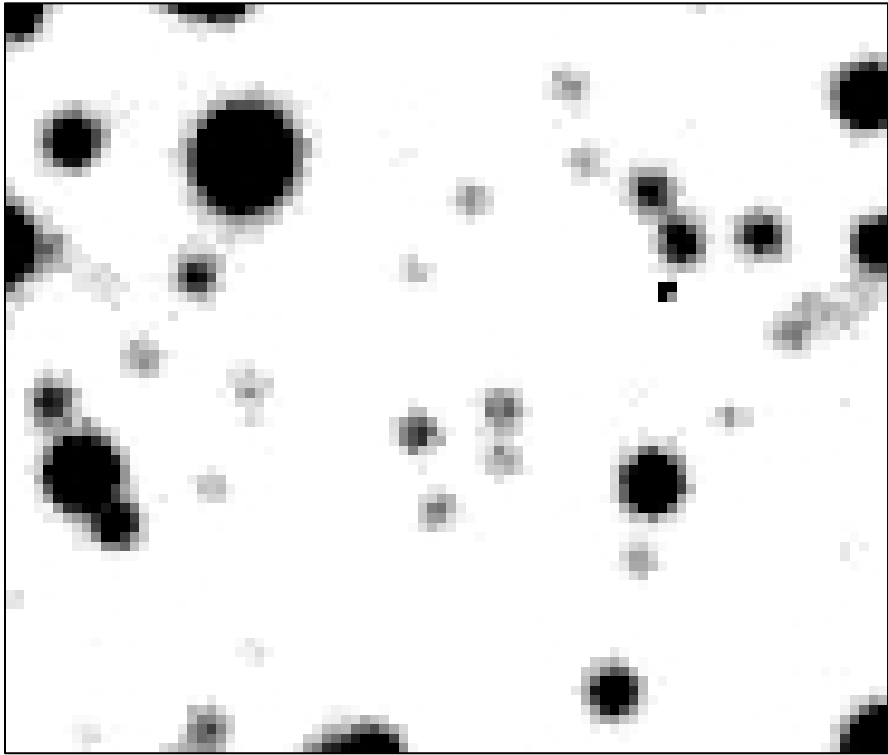
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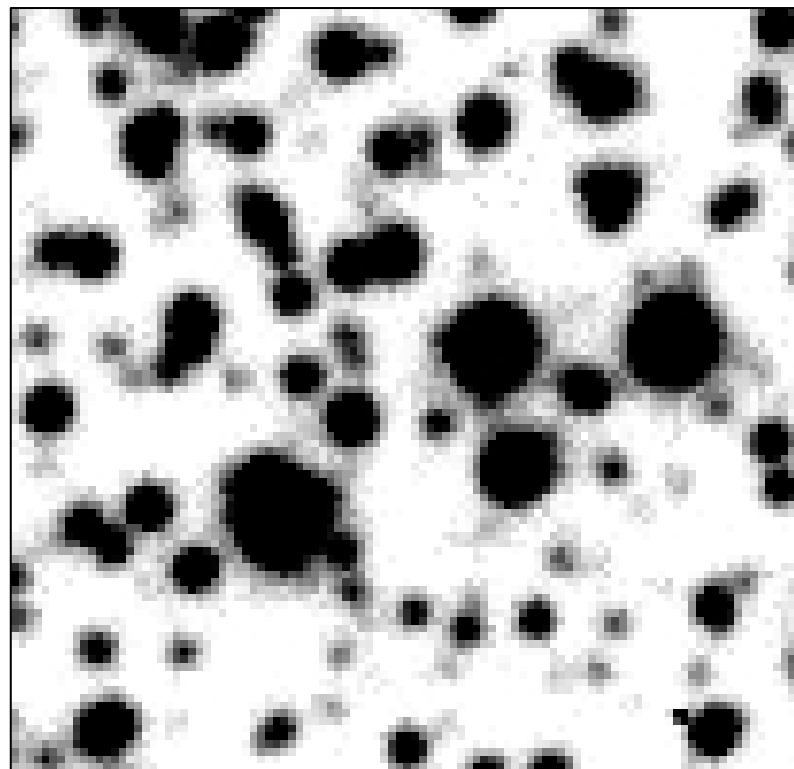
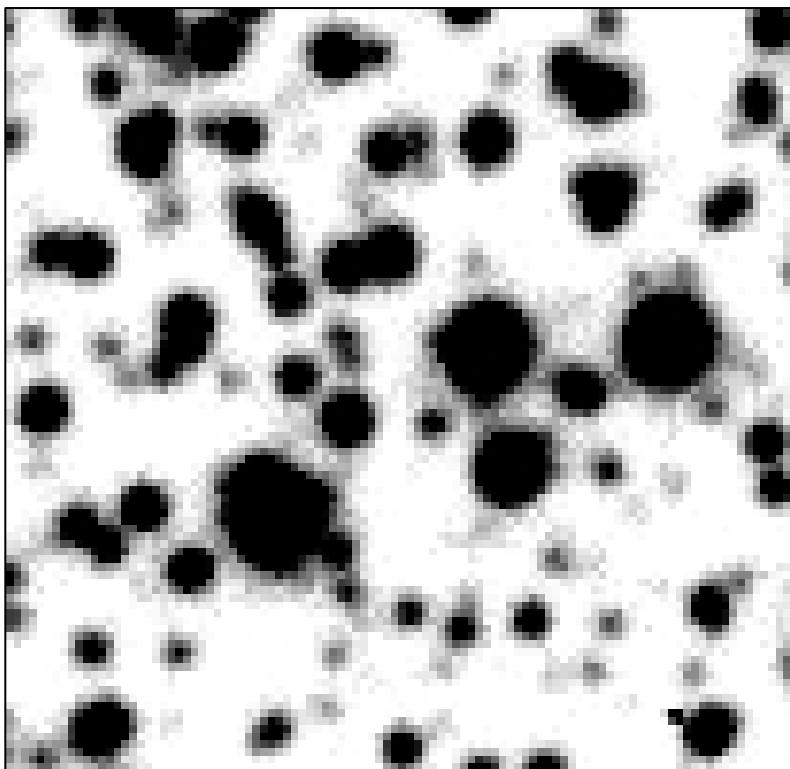


VIEW FROM A

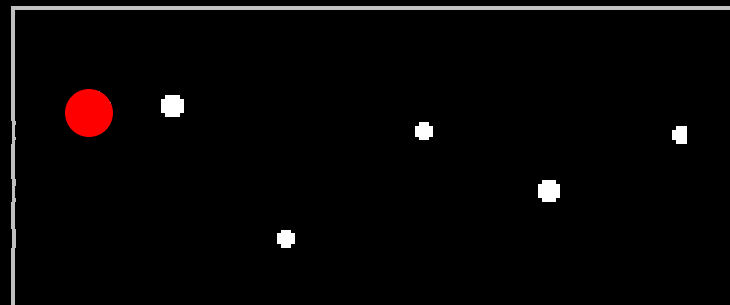


VIEW FROM B





DISTANT



VIEW FROM A

A

NEARBY

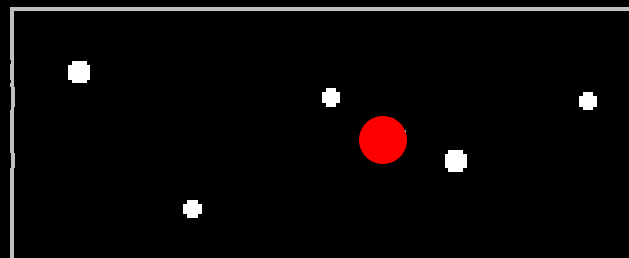
STAR

SUN

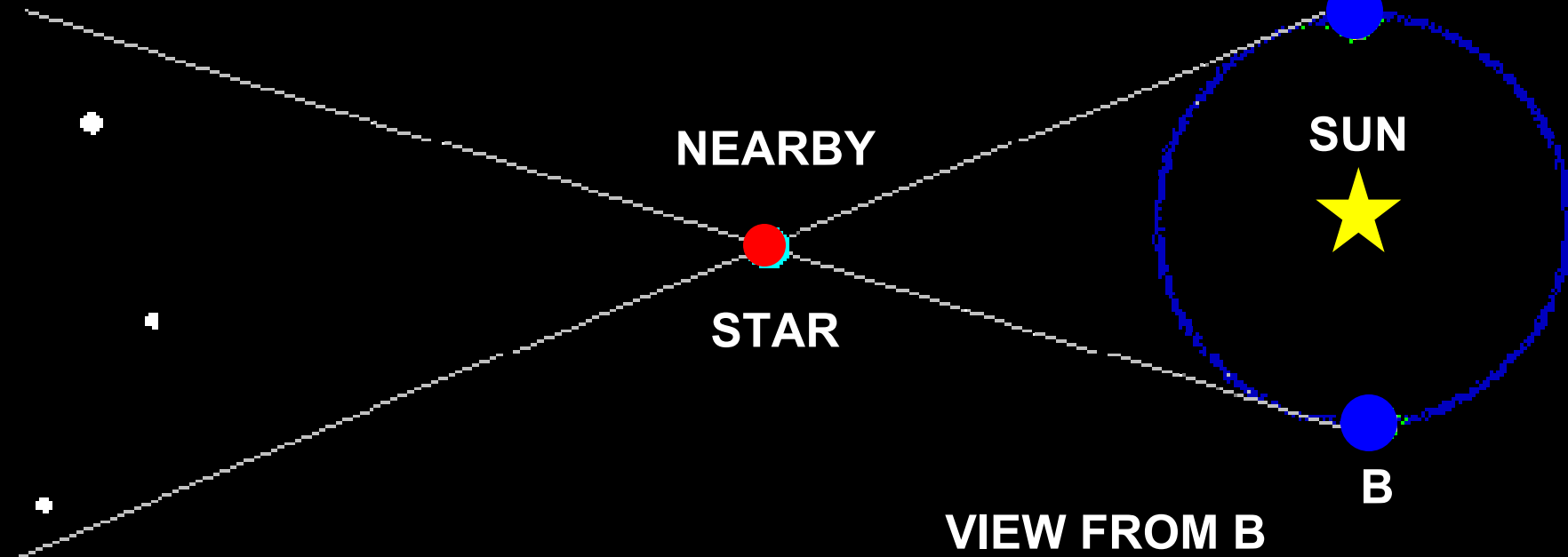


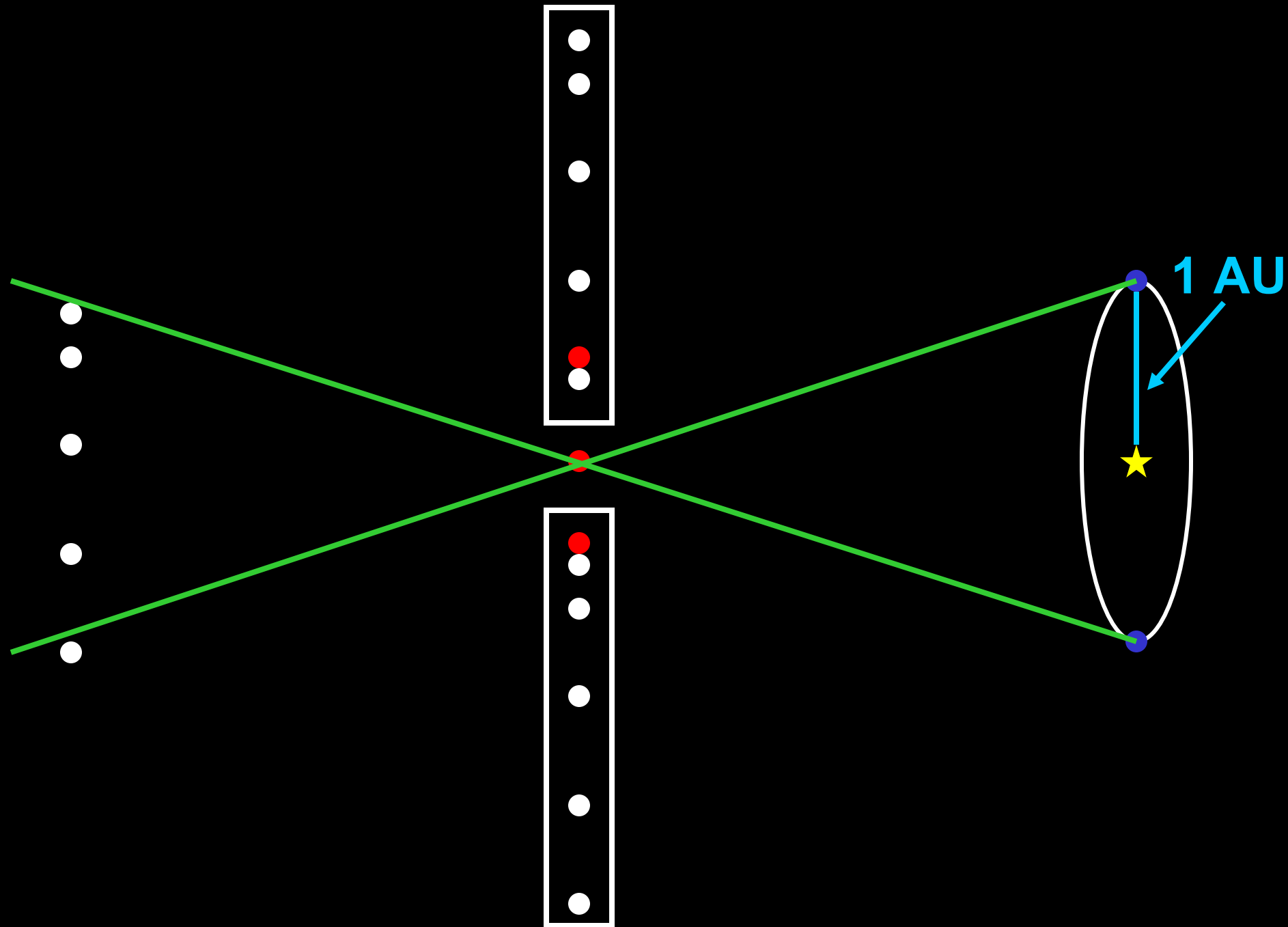
B

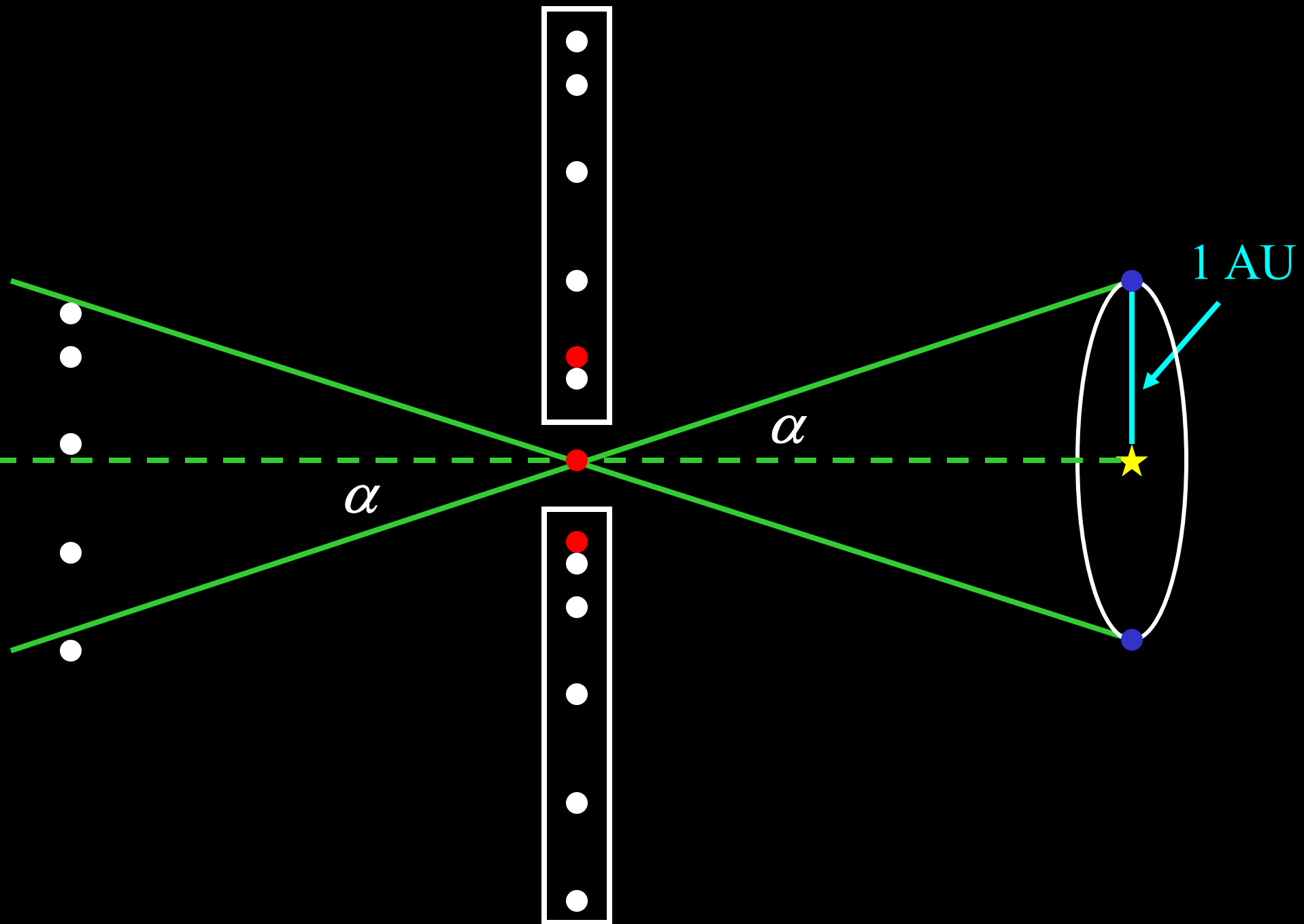
VIEW FROM B

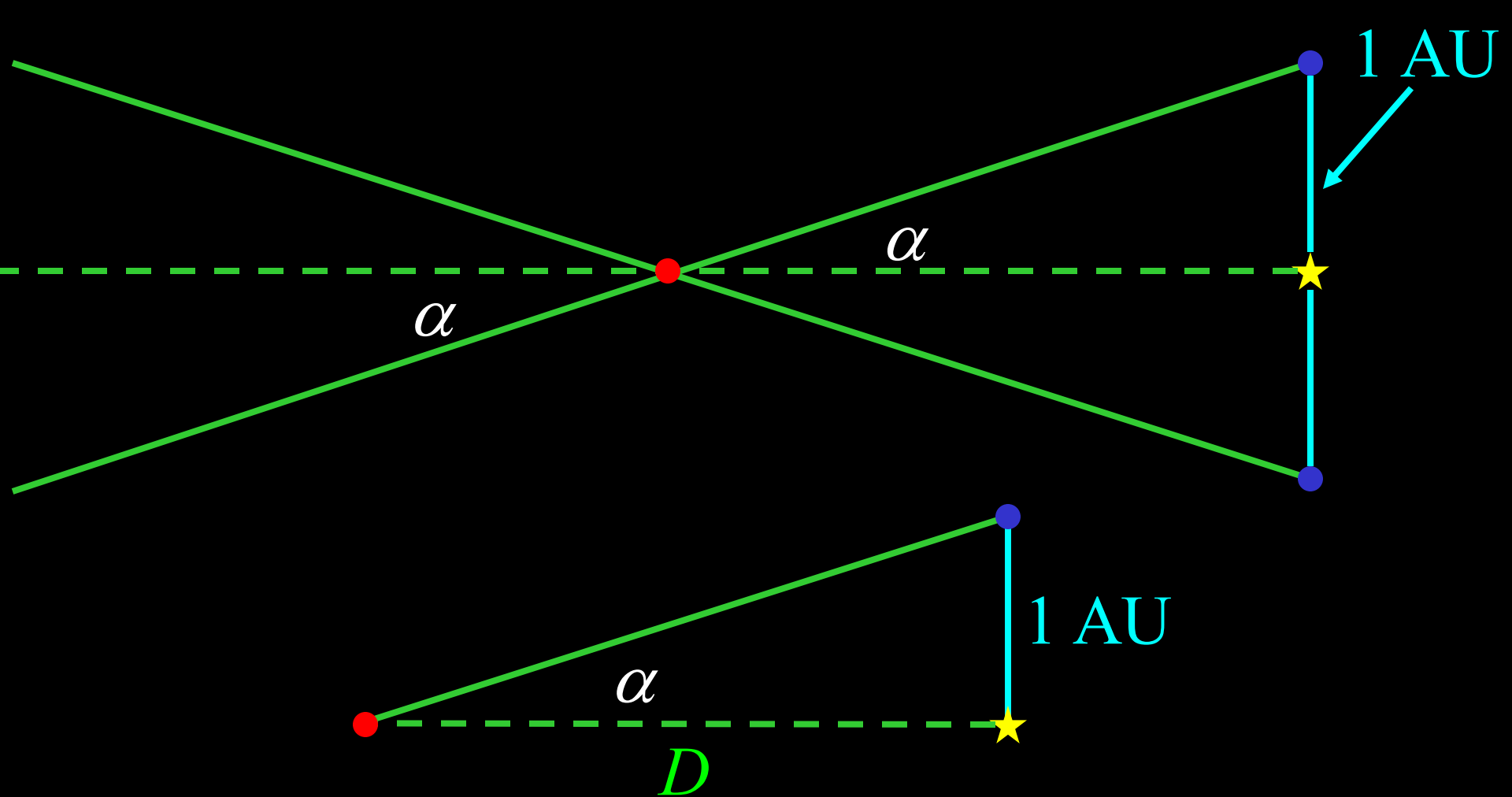


STARS

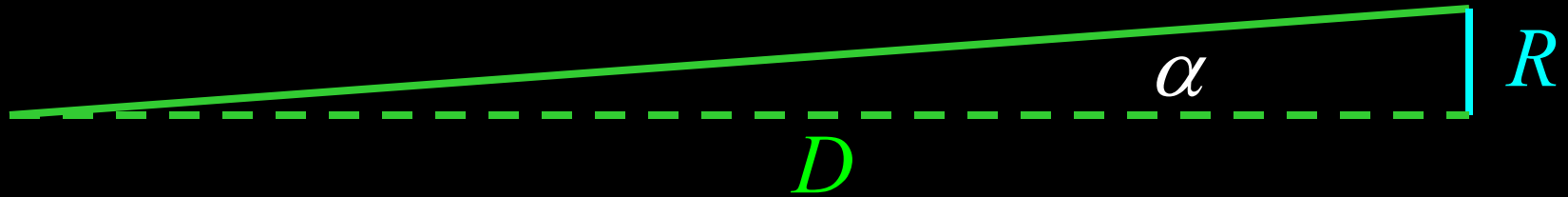








$$\tan \alpha = \frac{1 \text{ AU}}{D}$$



$$\tan \alpha = \frac{R}{D}$$

law of skinny triangles:

$$\tan \alpha = \sin \alpha = \alpha \quad (\text{in radians})$$

$$\alpha \quad (\text{in radians}) = \frac{R}{D}$$

What's a radian?

$$2\pi \text{ radians} = 360 \text{ degrees}$$

$$1 \text{ radian} = \frac{360}{2\pi} \text{ degrees} \sim 60 \text{ degrees}$$

F

70

B

C

60

P

T

E

O

50

B

Z

F

E

D

40

O

F

C

L

T

B

30

T

E

P

O

L

F

D

Z

20

L

P

C

T

Z

D

B

F

E

O

15

Z

O

E

C

F

L

D

P

B

T

10

E

T

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L

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B

Z

E

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C

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T

I

B

L

I

B

E

Z

C

O

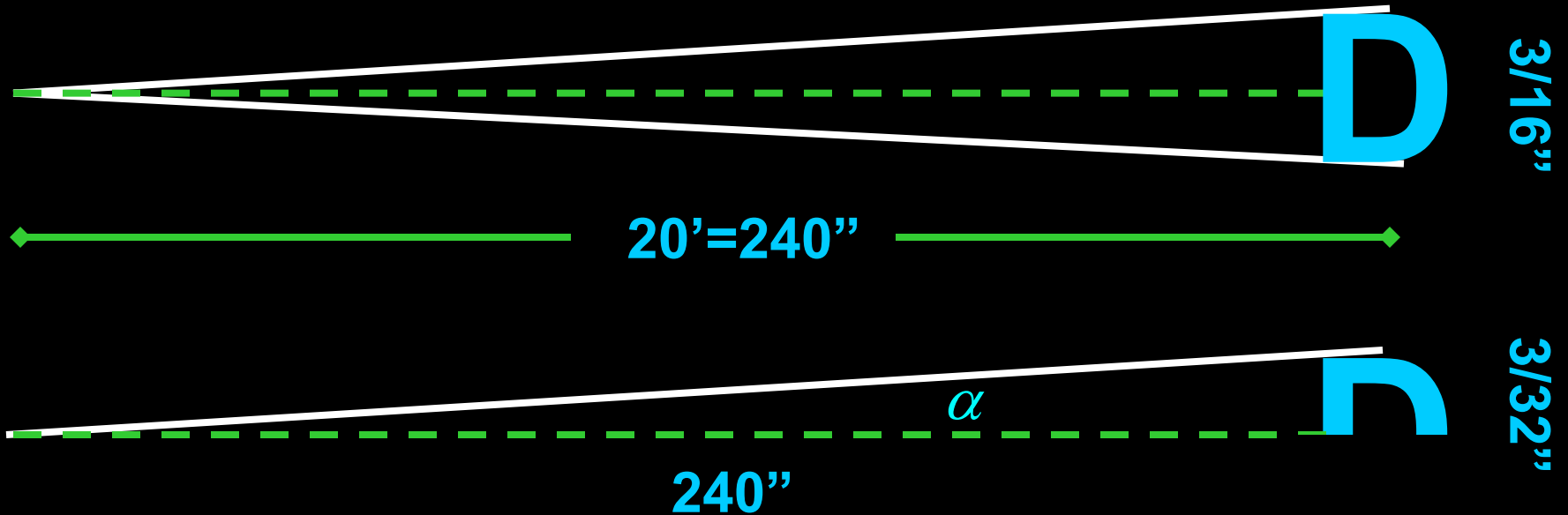
P

E

E

4

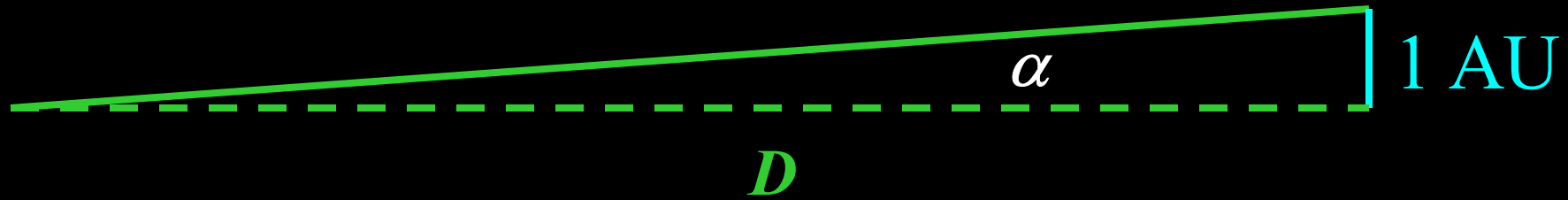
How good are your eyes?



$$\alpha = \frac{3}{32} \frac{1}{240} = 4 \times 10^{-4} \text{ radians} \times \frac{360 \text{ degrees}}{2\pi \text{ radians}} = 0.02^\circ$$

$$\alpha = 0.02^\circ \times \frac{60 \text{ minutes}}{1 \text{ degree}} = 1'$$

$$D = 2'$$

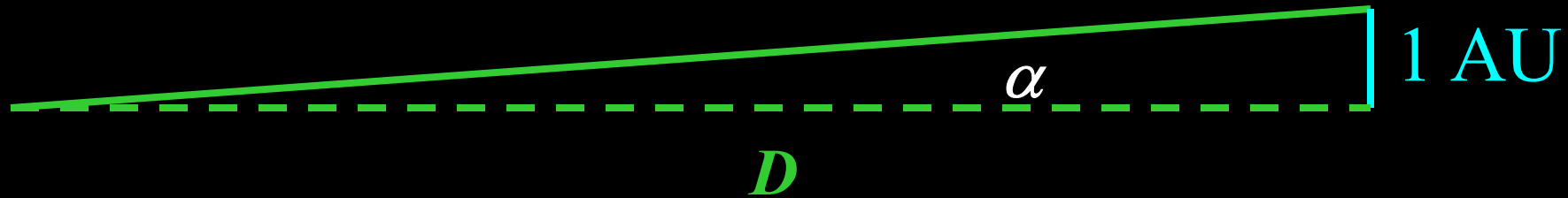


$$\alpha = \frac{1 \text{ AU}}{D} \text{ radians} \times \frac{60 \text{ degrees}}{\text{radian}}$$

$$\alpha = \frac{60 \text{ AU}}{D} \text{ degrees} \times \frac{60 \text{ minutes}}{1 \text{ degree}}$$

$$\alpha = \frac{3600 \text{ AU}}{D} \text{ minutes} \times \frac{60 \text{ seconds}}{1 \text{ minute}}$$

$$\alpha = \frac{206,264.8 \text{ AU}}{D} \text{ seconds}$$



$$\alpha = \frac{1 \text{ AU}}{D} \text{ radians}$$

$$\alpha = \frac{206,264.8 \text{ AU}}{D} \text{ seconds}$$

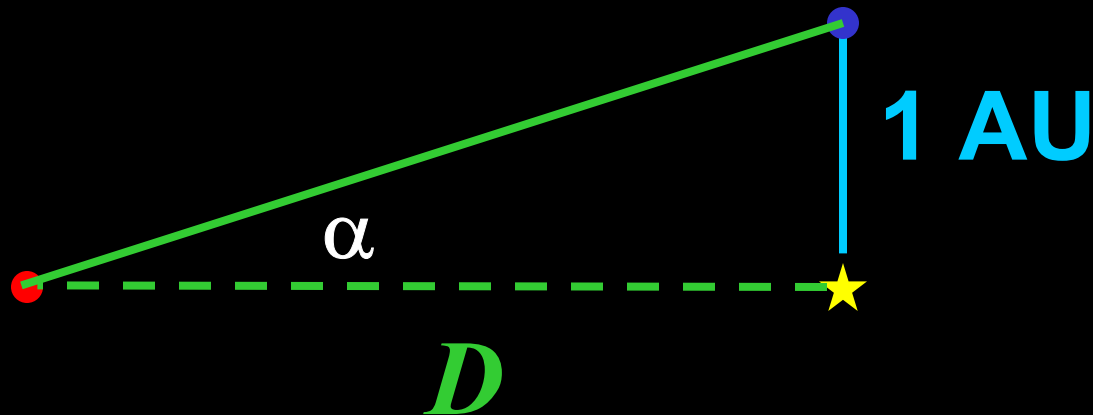
$$1 \text{ pc} = 206,264.8 \text{ AU} = 3.26 \text{ light years} \\ = 10^{13} \text{ (10,000,000,000,000) miles}$$

$$\alpha = \frac{\text{pc}}{D} \text{ seconds}$$

$$D = \frac{\text{second}}{\alpha} \text{ pc}$$

$$\frac{D}{200,000 \text{ AU}} = \frac{\text{seconds}}{\alpha}$$

$$\frac{D}{\text{pc}} = \frac{\text{seconds}}{\alpha}$$



$$\frac{D}{\text{pc}} = \frac{\text{seconds}}{\text{parallax}}$$

star	parallax (")	distance (pc)
α Centauri	0.75	1.3
Barnard's star	0.5	2.0
Sirius	0.4	2.5
Altair	0.2	5.0

Let's think for a second of arc



$$\alpha = \frac{1 \text{ cm}}{D} \text{ radians}$$

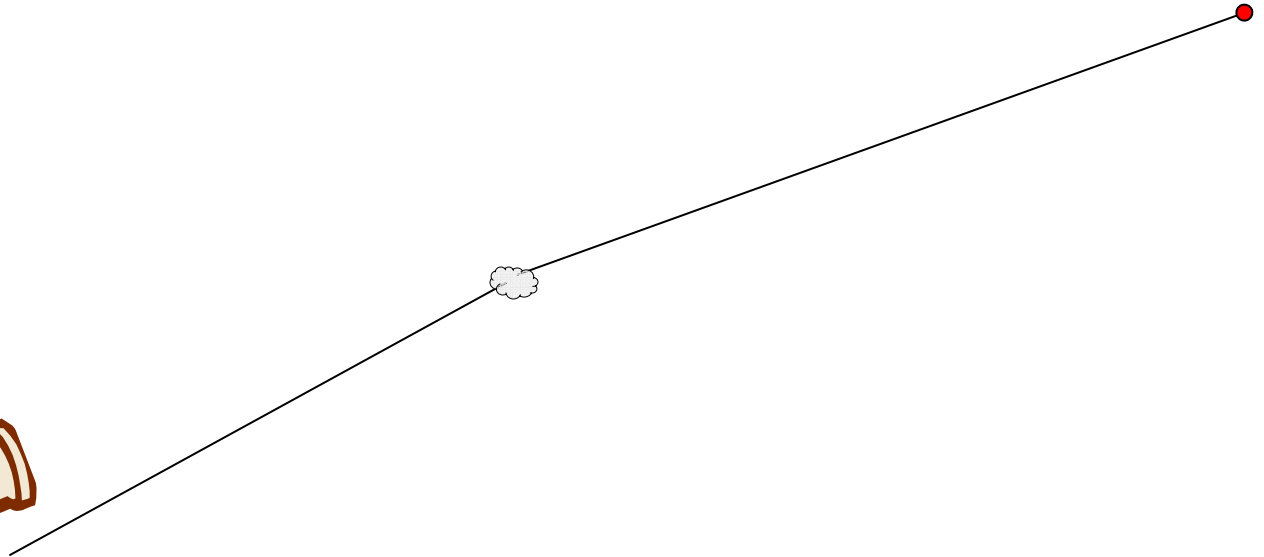
$$\alpha = \frac{200,000 \text{ cm}}{D} \text{ seconds}$$

$$\alpha = \frac{2 \text{ km}}{D} \text{ seconds}$$

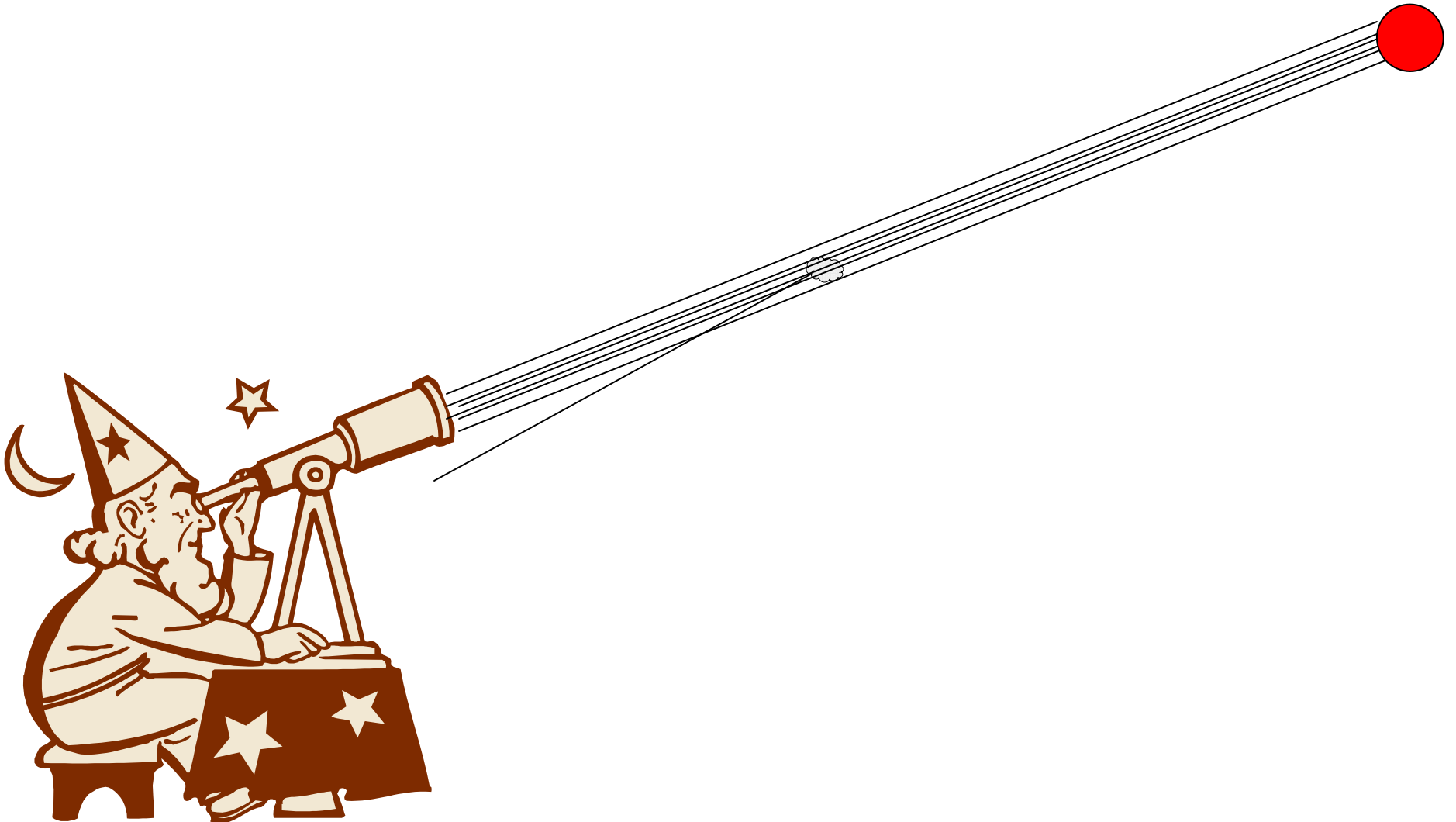
α	D
4"	1/2 km
2"	1 km
1"	2 km
0.1"	20 km
0.01"	200 km
0"	infinity



Twinkle, twinkle little star

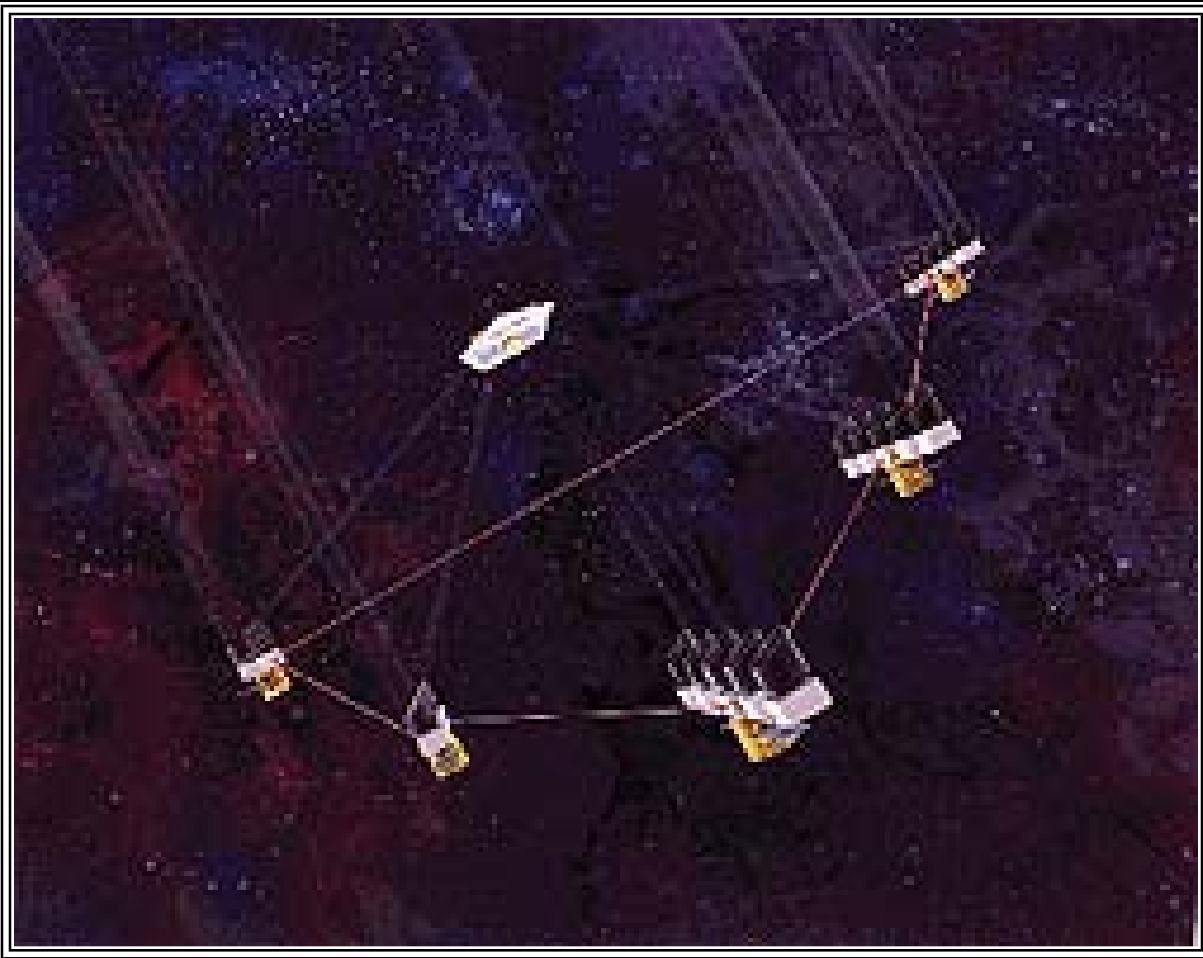


Twinkle, twinkle little star



Hipparcos



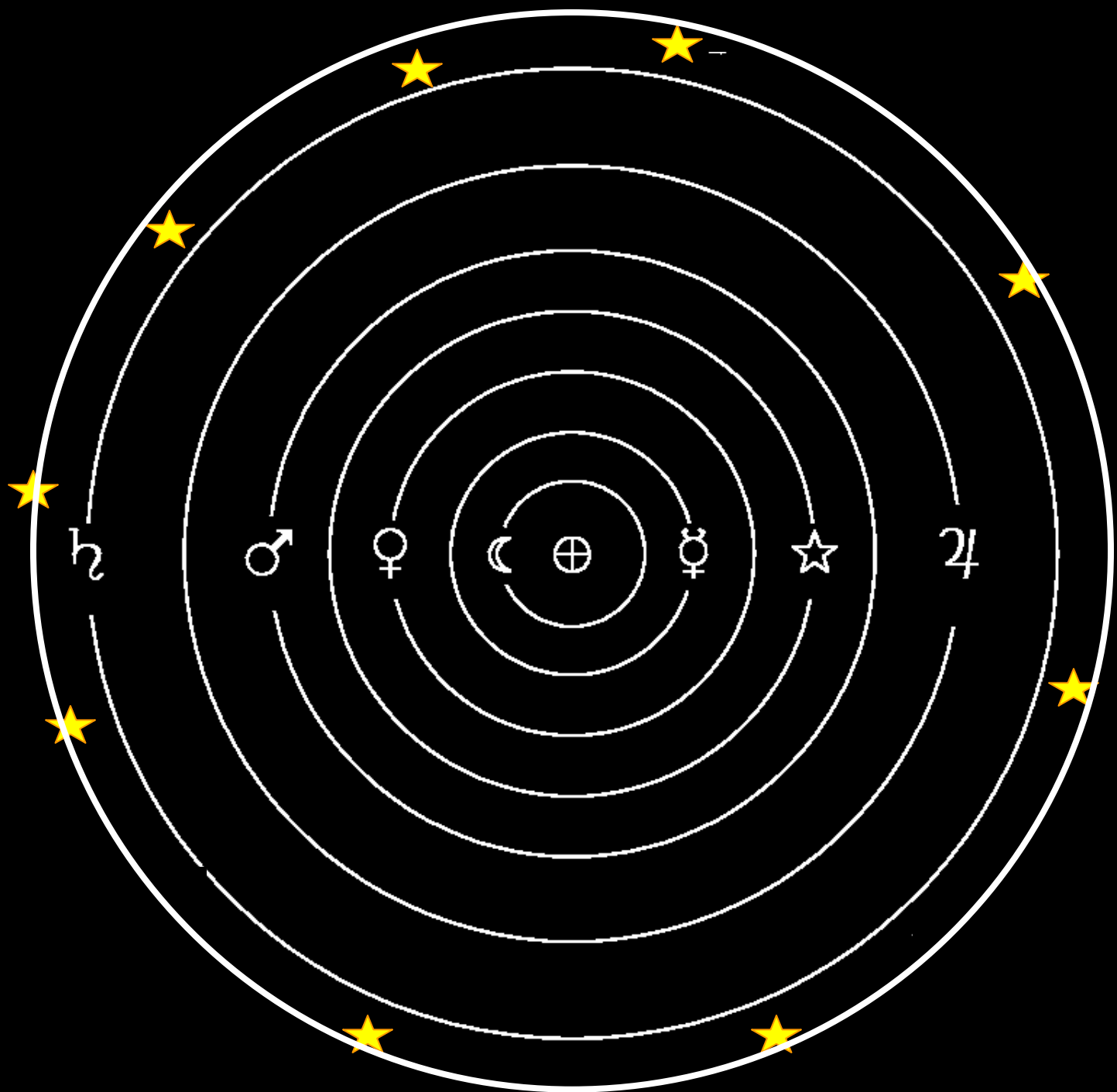


Planet Imager

**Formation
Flying**

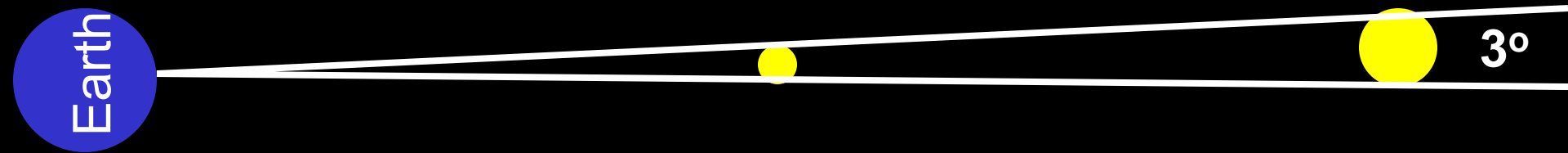
Launch: 2030

**32 X 8 meter mirrors
Baseline = 6000 km**



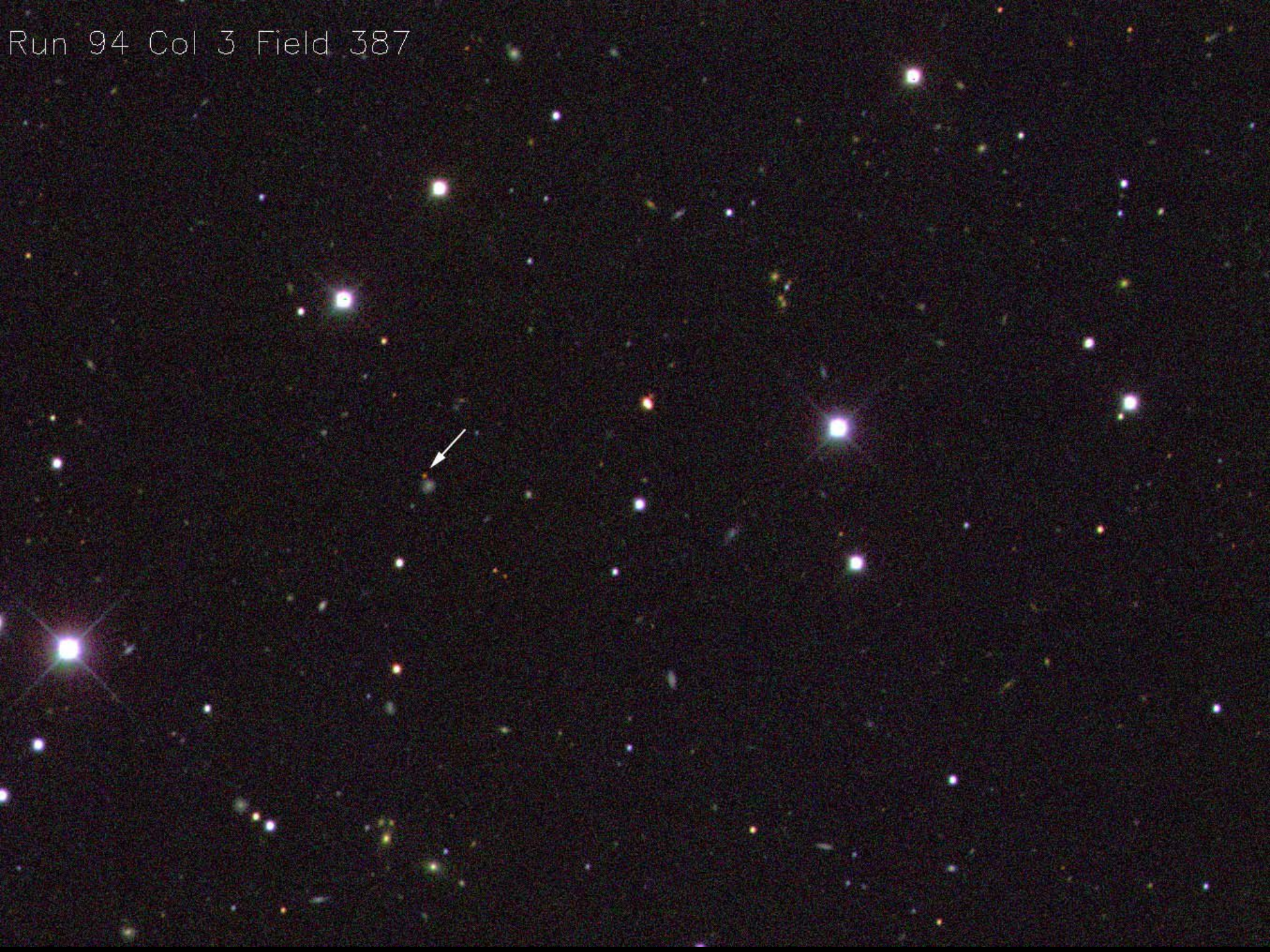
Planet	angular diameter (in minutes)	
	Ptolemy	True
Mercury	2	0.01
Venus	3	0.5
Mars	1.5	0.15
Jupiter	2.5	0.4
Saturn	1.7	0.2
Bright stars	1.5	~0

How far away are stars? How big are stars?



Both objects have an angular diameter of 3°

Run 94 Col 3 Field 387

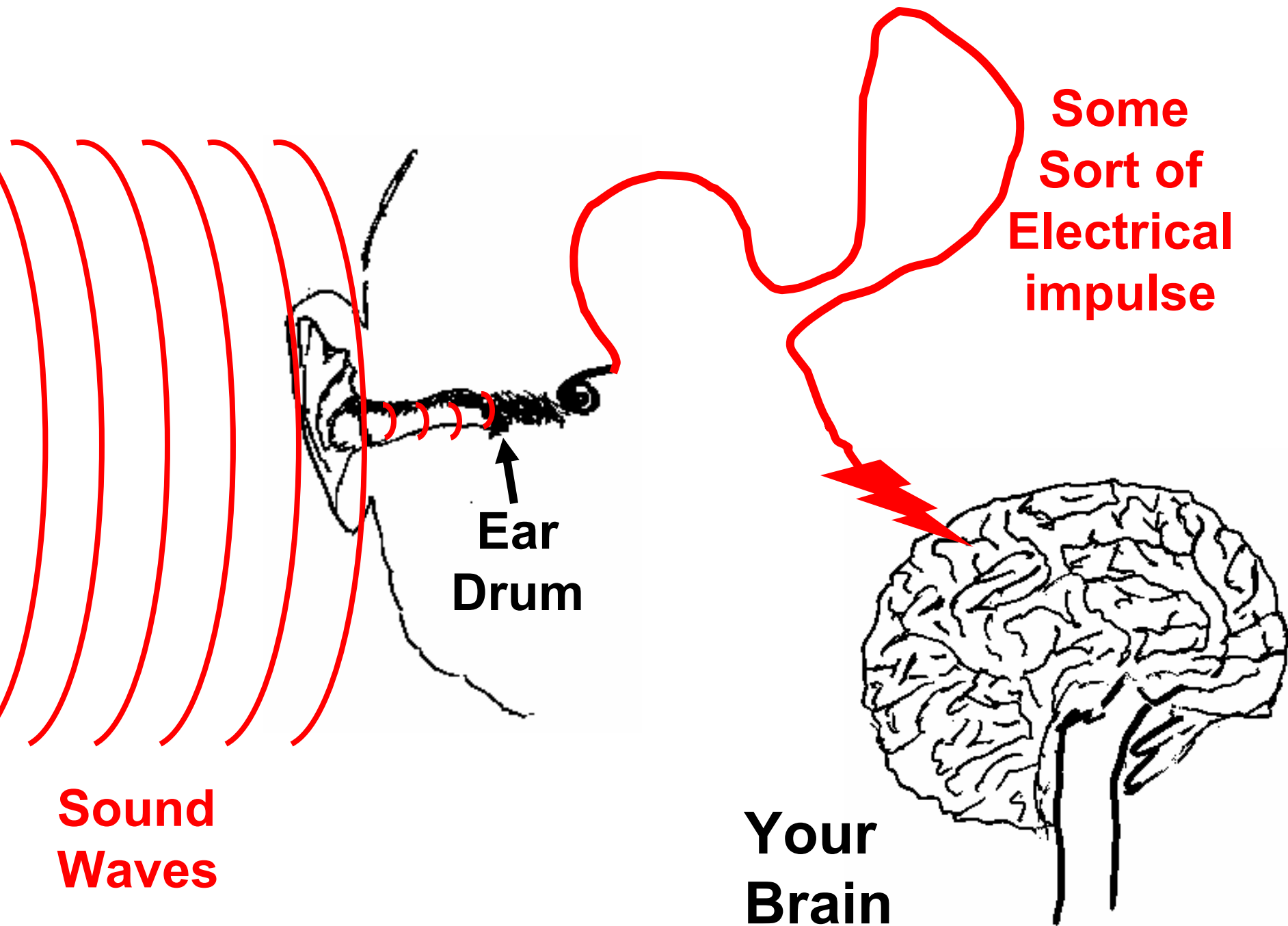


They have different apparent brightness

They have different colors

They move

They change in brightness



Loudness: Intensity: energy per second in ear

$I_{\text{THRESHOLD}}$ = energy per second in ear
at threshold of hearing

I_{PAIN} = energy per second in ear
at threshold of pain

$$I_{\text{PAIN}} / I_{\text{THRESHOLD}} = ?$$

Hearing threshold



$$I_0 = 10^{-16} \text{ watts per cm}^2$$

LED ZEPPELIN



$I_0 = 10^{-16}$ watts per cm^2

$I_{\text{pain}} = ?$

Loudness: Intensity: energy per second in ear

$I_{\text{THRESHOLD}}$ = energy per second in ear
at threshold of hearing

I_{PAIN} = energy per second in ear
at threshold of pain

$$I_{\text{PAIN}} / I_{\text{THRESHOLD}} = 10^{12} !!!$$

1 – 100 (10^2)

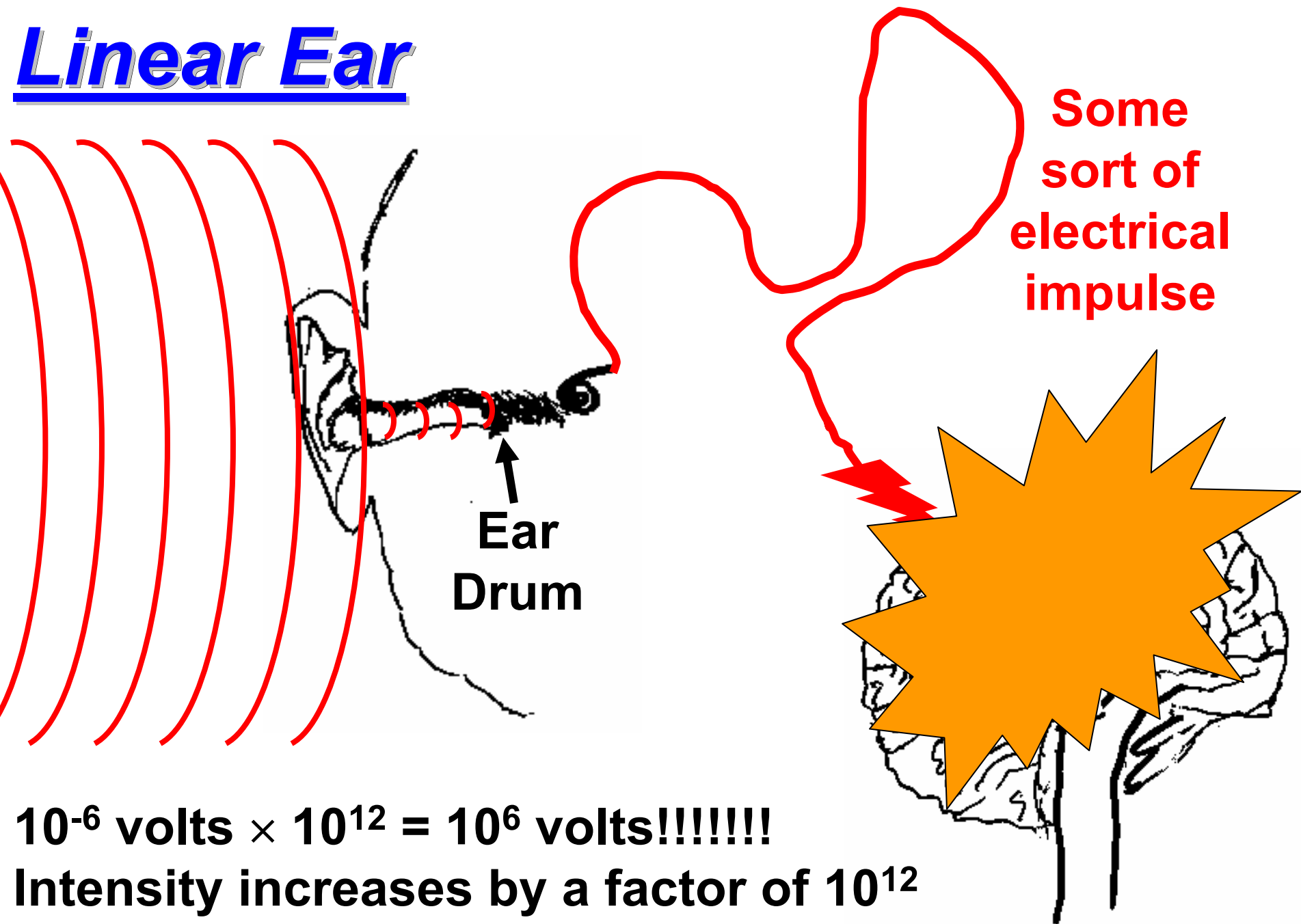
100 – 1,000 (10^3)

1,000 – 1,000,000 (10^6)

1,000,000 – 1,000,000,000 (10^9)

1,000,000,000 – 1,000,000,000,000 (10^{12})

Linear Ear



Some
sort of
electrical
impulse

Ear
Drum

10^{-6} volts $\times 10^{12} = 10^6$ volts!!!!!!!

Intensity increases by a factor of 10^{12}

→ electrical impulse increases by 10^{12}

Intensity: energy per time per area

$$I = \frac{\text{Energy}}{\text{Time Area}}$$

I_0 = threshold of hearing

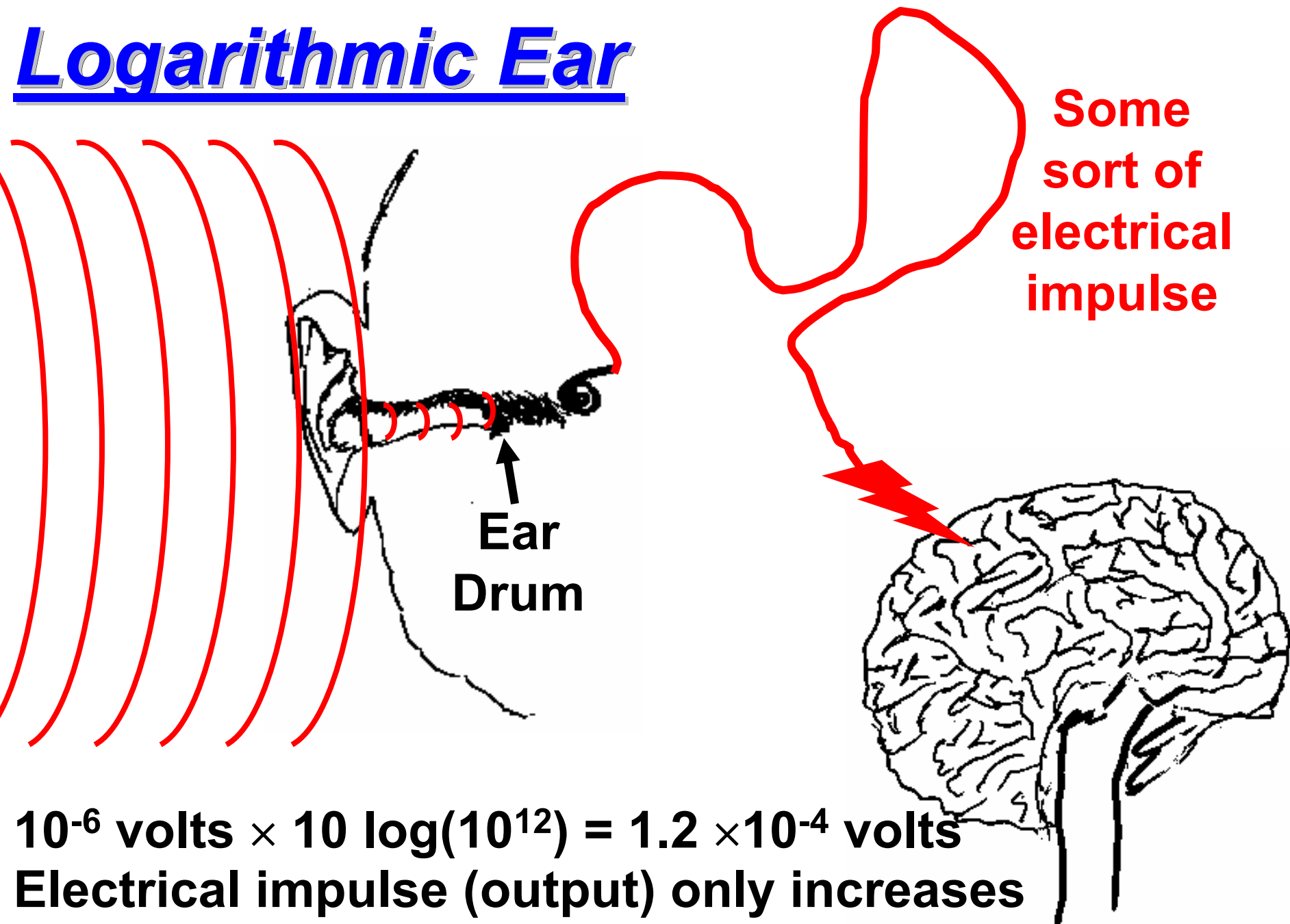
$$\text{dB} = 10 \log (I / I_0)$$

$$I / I_0 = 10^{12}$$

$$\log (10^{12}) = 12$$

$$\text{dB} = 10 \times 12 = 120$$

Logarithmic Ear



$$10^{-6} \text{ volts} \times 10 \log(10^{12}) = 1.2 \times 10^{-4} \text{ volts}$$

Electrical impulse (output) only increases
as the logarithm of the input

I_0 is intensity at threshold of hearing

I/I_0	$\log (I/ I_0)$	$\text{dB} = 10 \log (I/ I_0)$
10^{-2}	-2	-20
1	0	0
10^2	2	20
10^6	6	60
10^{12}	12	120
10^{20}	20	200

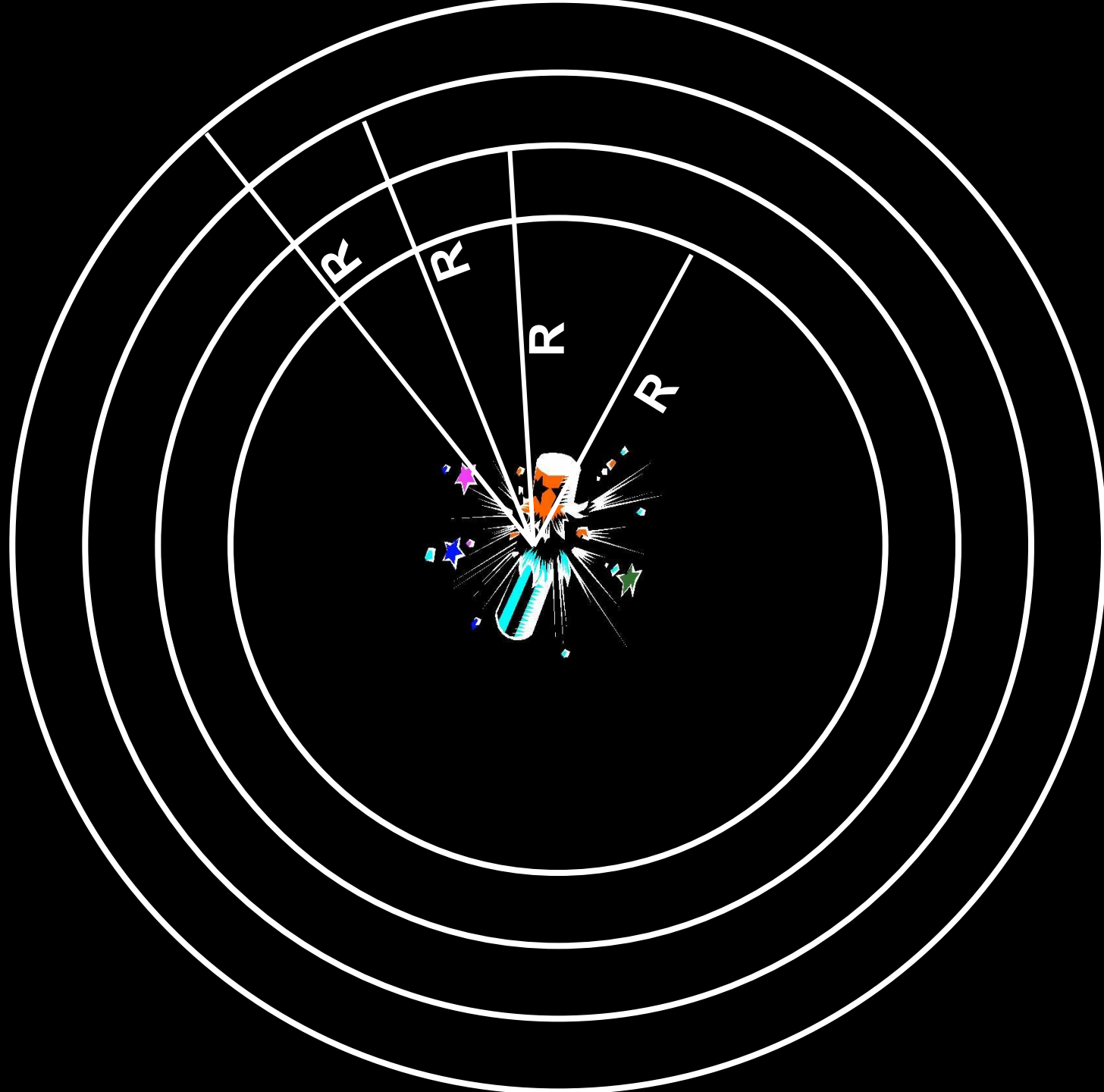
Intensity: energy per time per area

$$I = \frac{\text{Energy}}{\text{Time Area}} = \frac{\text{Power}}{\text{Area}}$$

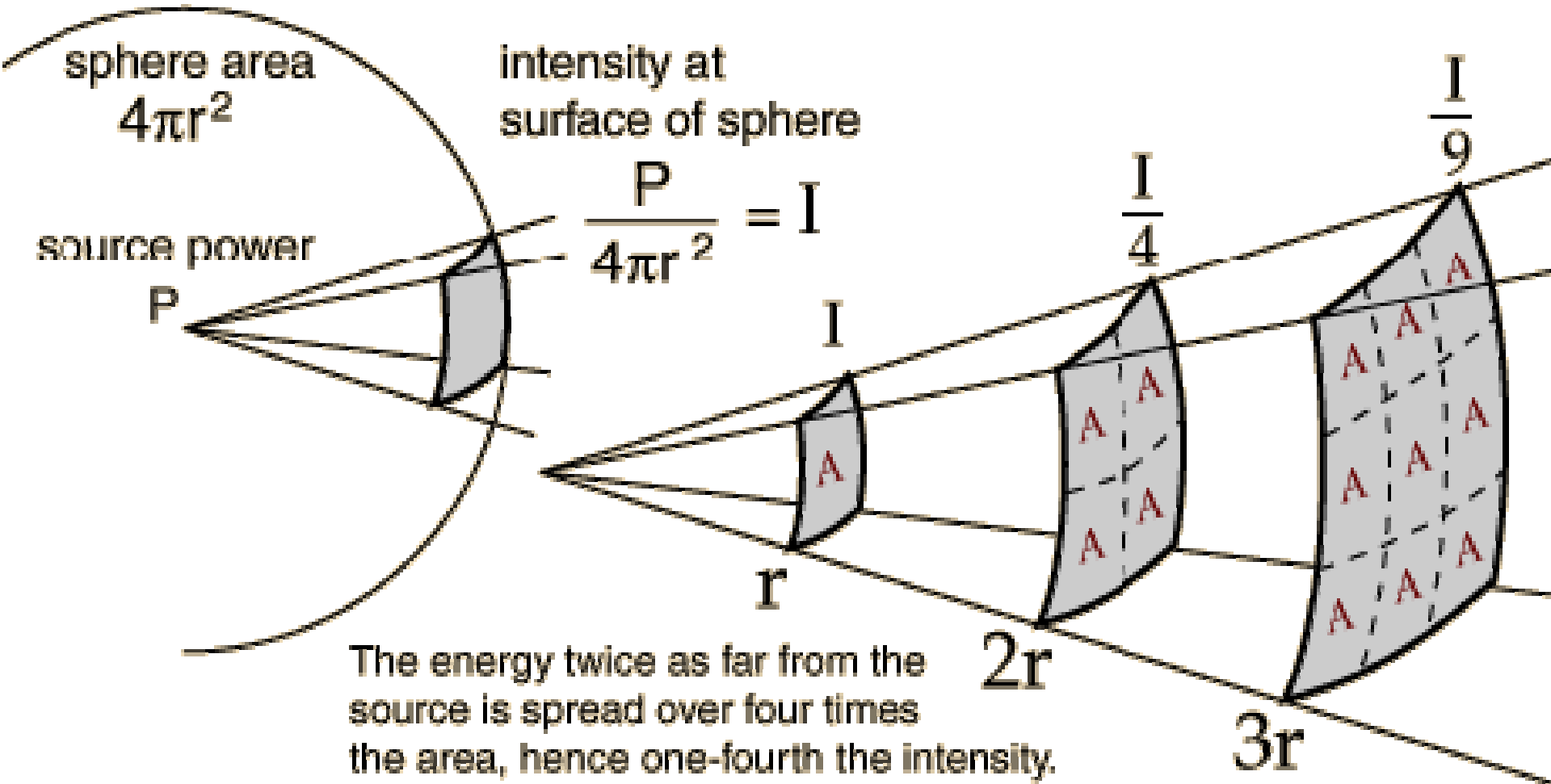
$\frac{\text{Energy}}{\text{Time}}$ (Power) measured in watts

Area measured in cm^2

Intensity in watts per cm^2



Inverse-square law



Intensity: energy per time per area

$$I = \frac{\text{Energy}}{\text{Time Area}} = \frac{\text{Power}}{\text{Area}}$$

Power **property of source**

Intensity **depends on power
and distance between
source and detector**

$$\text{Intensity} = \frac{\text{power}}{4\pi R^2}$$

Let there be light



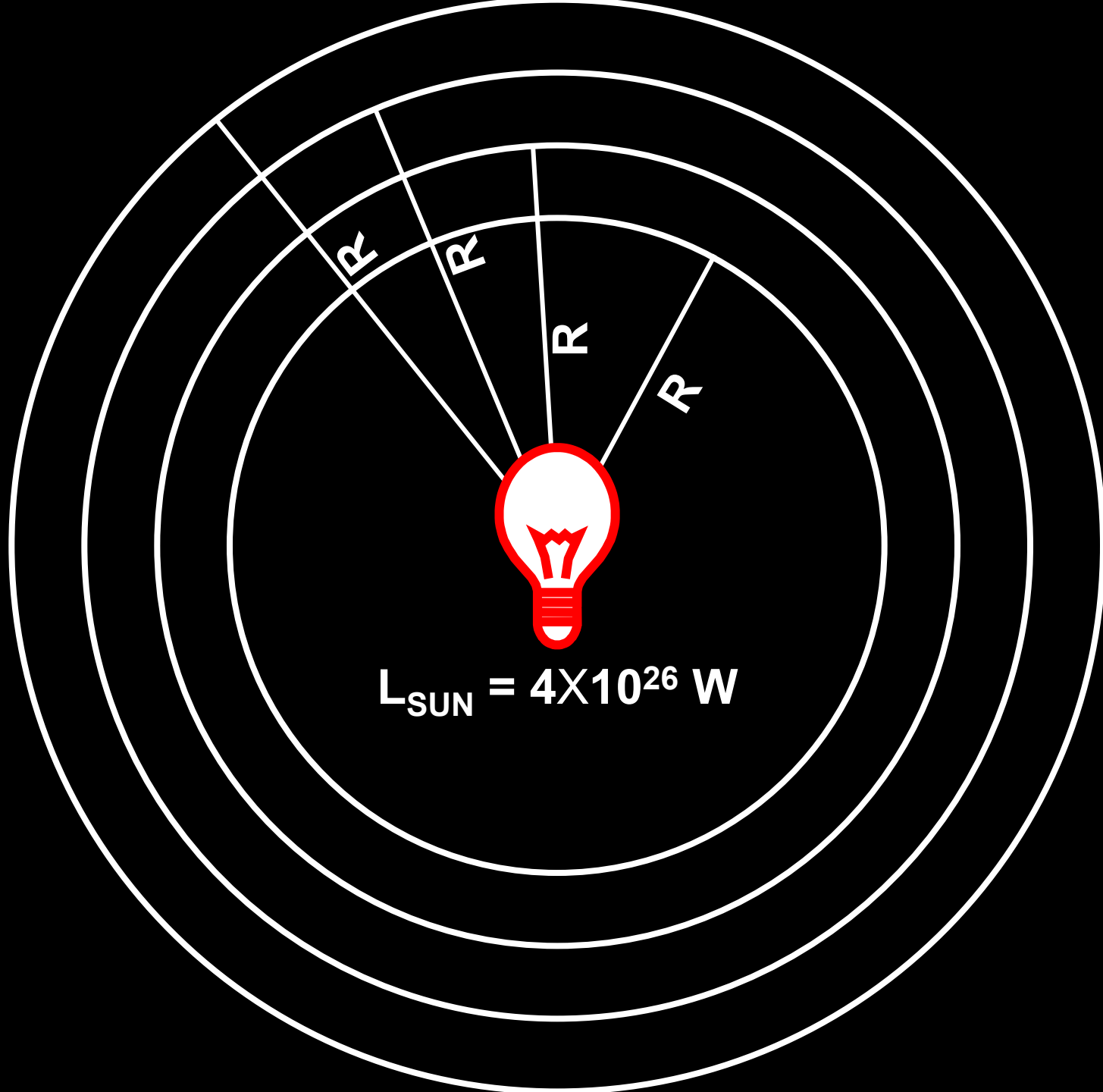
For light!!!

$$I = \frac{\text{Energy}}{\text{Time Area}}$$

$\frac{\text{Energy}}{\text{Time}}$ (Luminosity) measured in watts

Area measured in cm^2

Intensity in watts per cm^2



$$L_{\text{SUN}} = 4 \times 10^{26} \text{ W}$$

For light!!!

$$I = \frac{\text{luminosity}}{\text{cm}^2}$$

Luminosity property of source

Intensity depends on power
and distance between
source and detector

$$\text{Intensity} = \frac{\text{luminosity}}{4\pi R^2}$$

Logarithmic Eye



**Eyes, like ears, are
logarithmic detectors.**

LET THERE BE LIGHT!

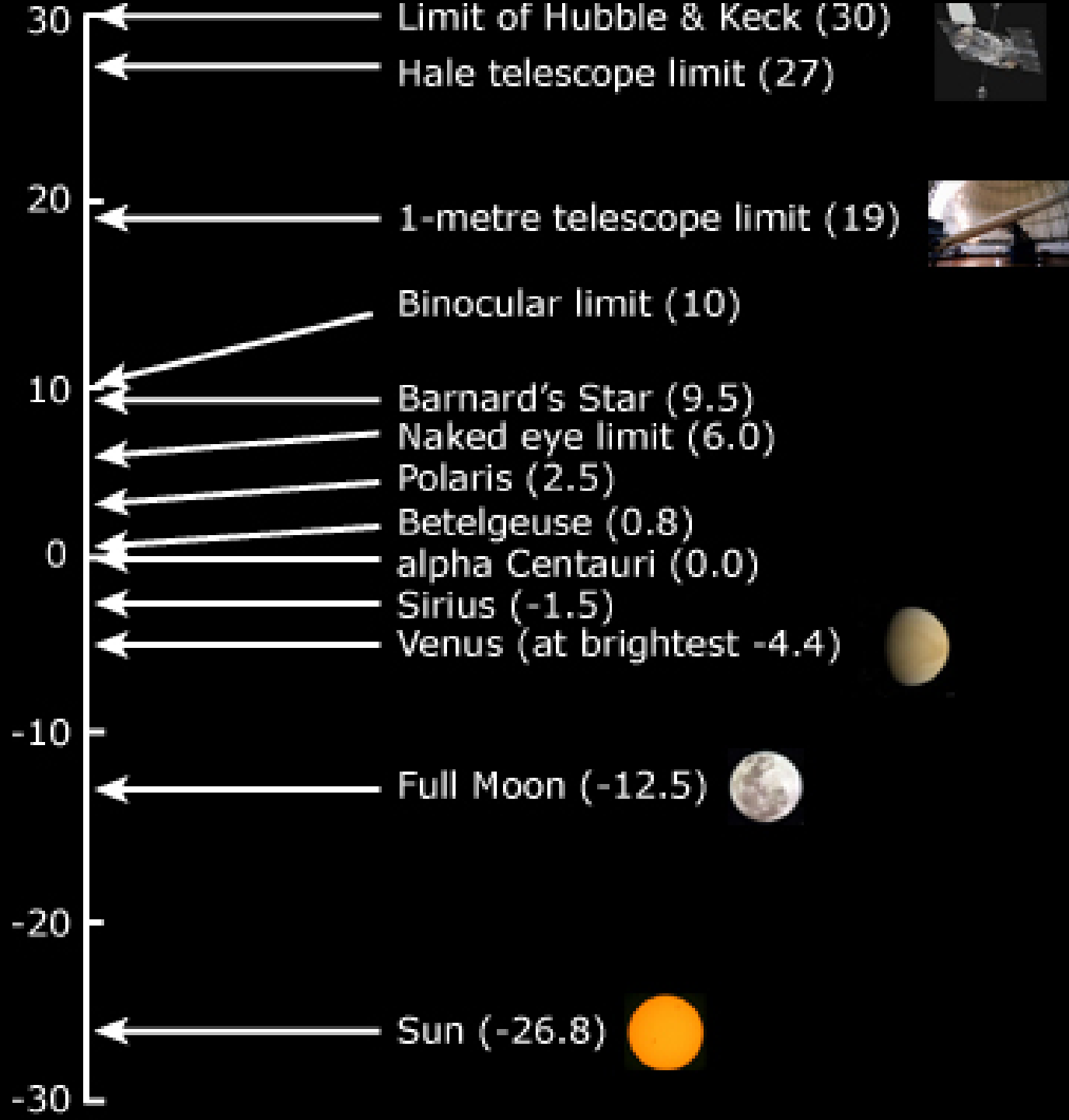
**Greeks classified stars into 6 classes,
or magnitudes**

Brightest stars were 1st magnitude

Dimmest stars were 6th magnitude

Intensity of brightest stars = 100 X dimmest.

Apparent Magnitude



The luminosity of nearby stars?

Measure: intensity of light, I

parallax \rightarrow distance

$$I = \frac{L}{4\pi R^2}$$

$$\frac{D}{\text{pc}} = \frac{\text{seconds}}{\text{parallax}}$$

$$I = \frac{L}{4\pi R^2}$$

star	parallax (")	distance (pc)	apparent magnitude	luminosity (solar)
α Centauri	0.75	1.3	0	1.5
Barnard's star	0.5	2.0	9.5	0.0005
Sirius	0.4	2.5	-1.5	25
Altair	0.2	5.0	0.8	10
Canopus	0.003	330	- 0.7	200,000
Arcturus	0.1	10	0	90
Betelgeuse	0.01	100	0.5	14,000

**Our Sun ain't the
brightest bulb in the box!**

$$\text{Intensity} = \frac{\text{Luminosity}}{4\pi R^2}$$

$$L_{\text{SIRIUS}} = 25 \times L_{\text{SUN}}$$

For stars we know distance to via parallax:

Measure	Distance (R)	→	Know Luminosity
Measure	Intensity		

They have different apparent brightness

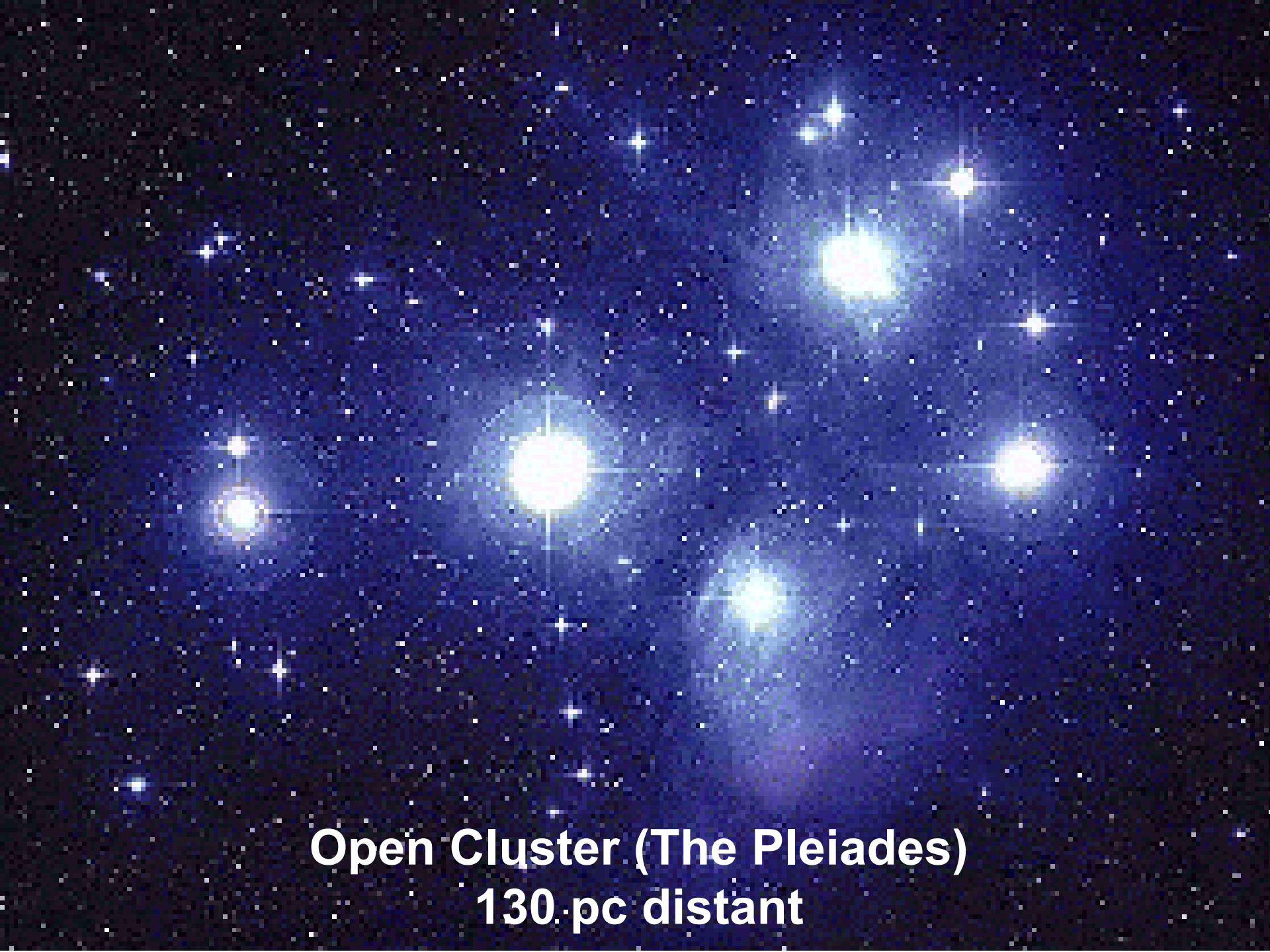
They have different colors

They move

They change in brightness

COLORS OF THE RAINBOW:

R O Y G B I V



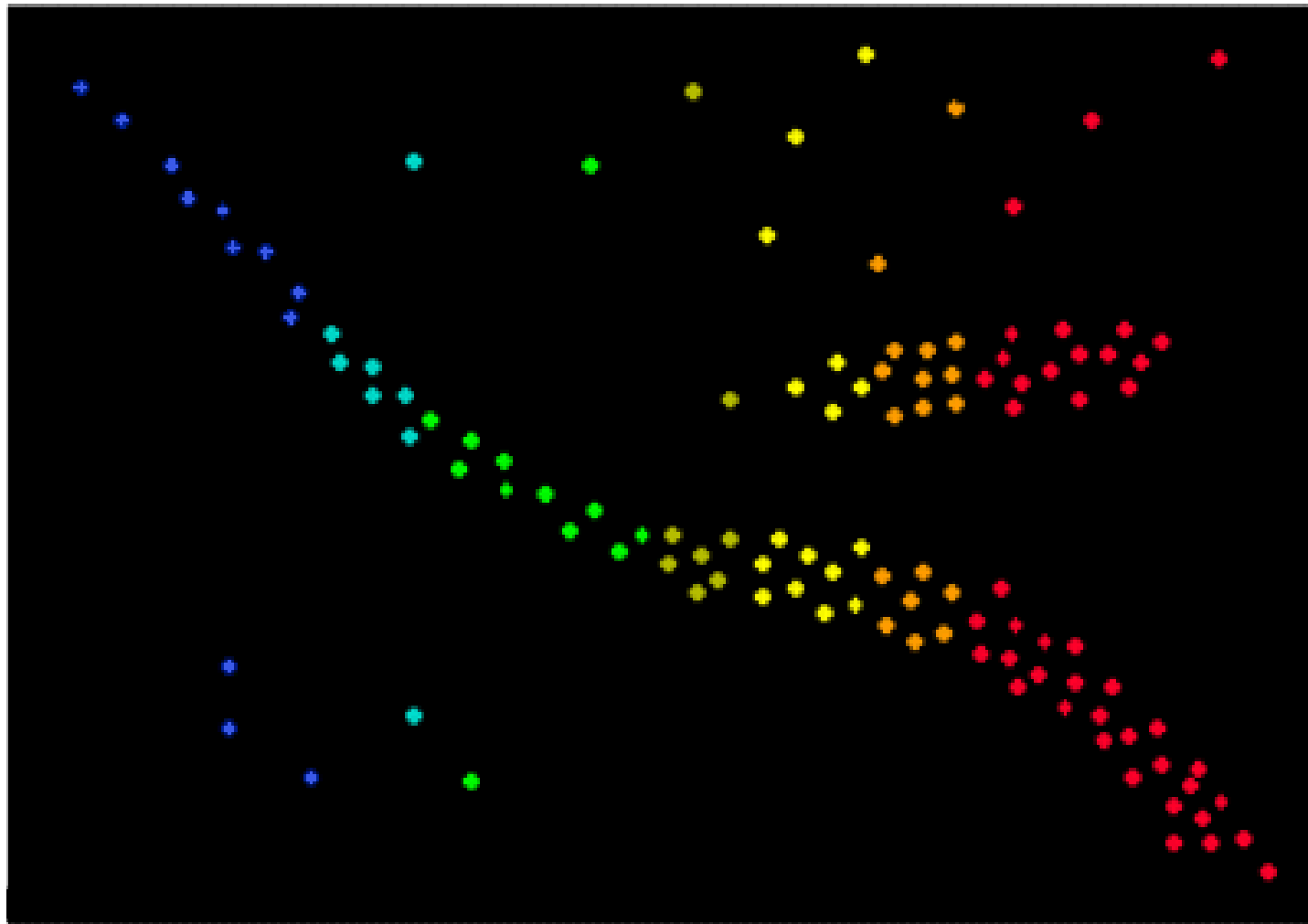
Open Cluster (The Pleiades)
130 pc distant

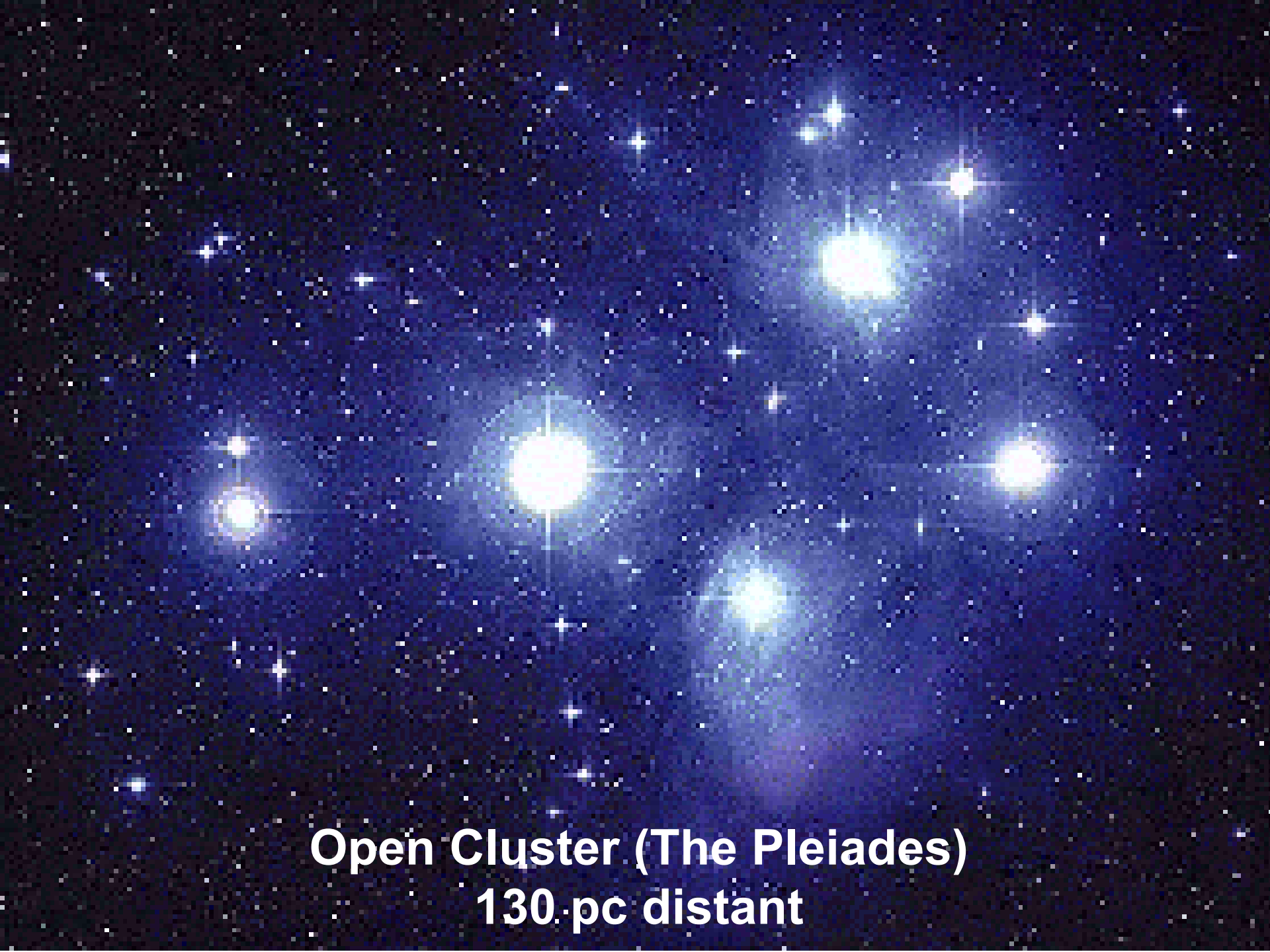
Hertzsprung-Russell Diagram

DIM
MAGNITUDE
BRIGHT

V I B G Y O R

COLOR



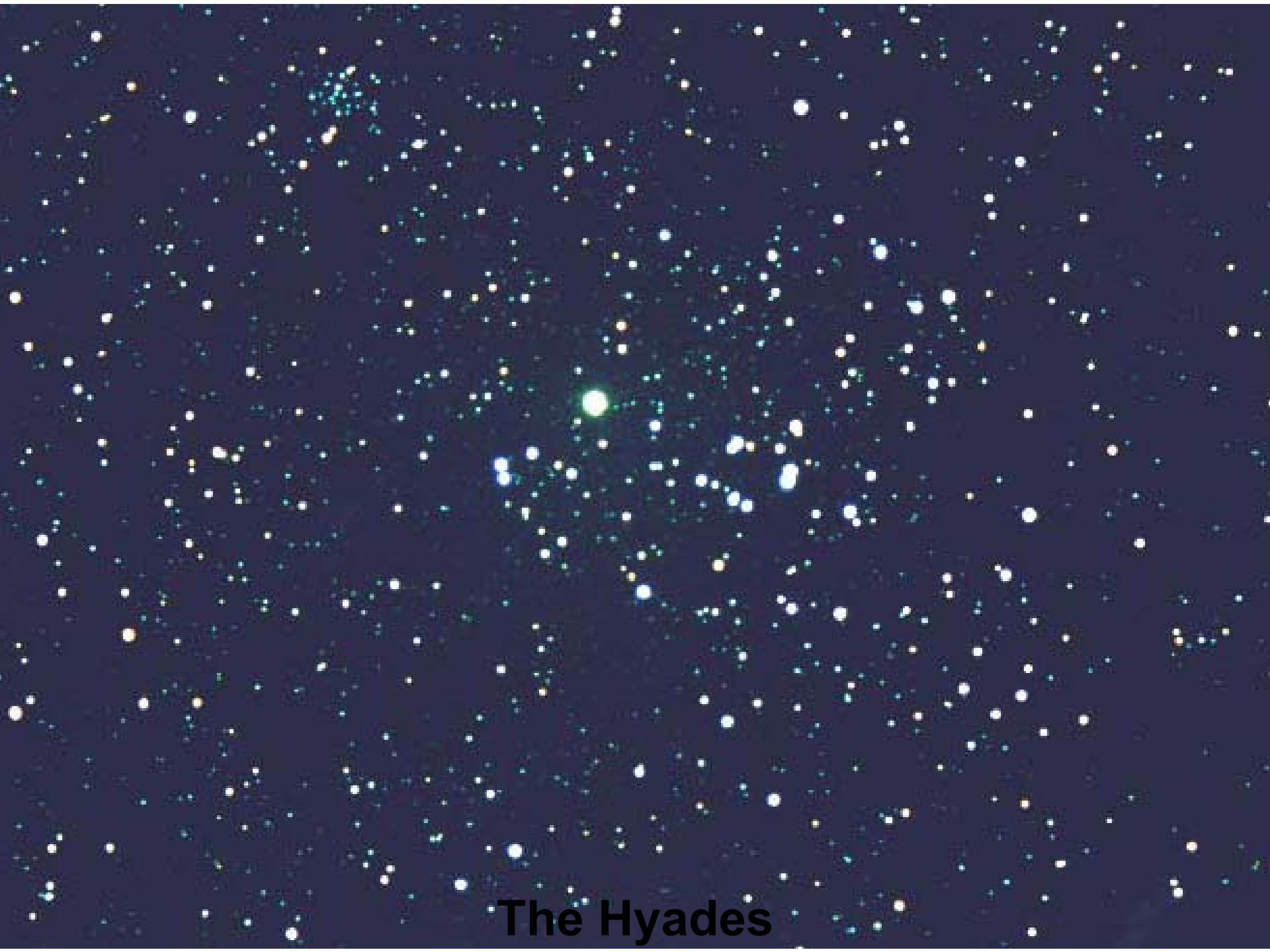


Open Cluster (The Pleiades)
130 pc distant

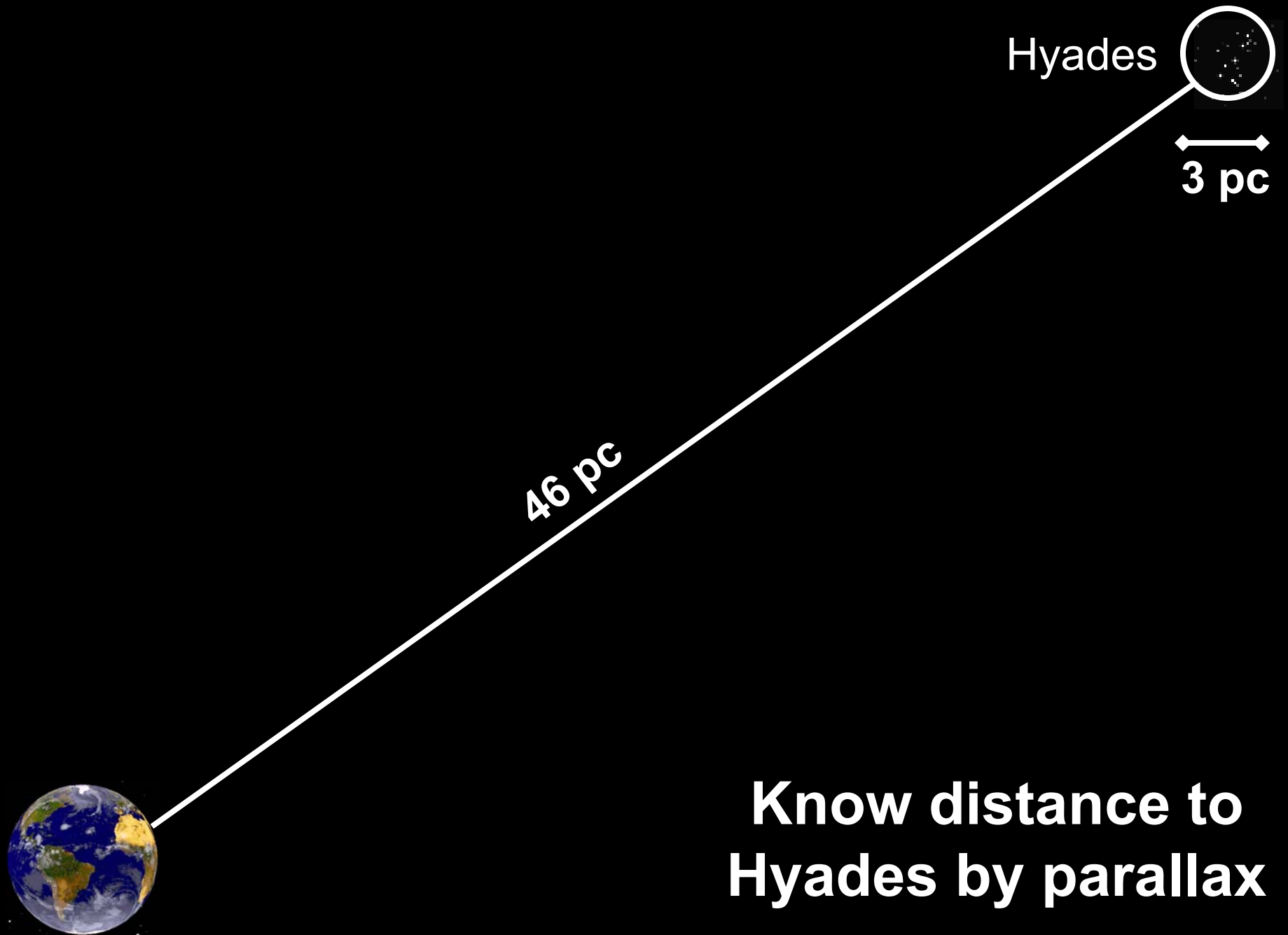


M45 (Pleiades)

Hyades



The Hyades



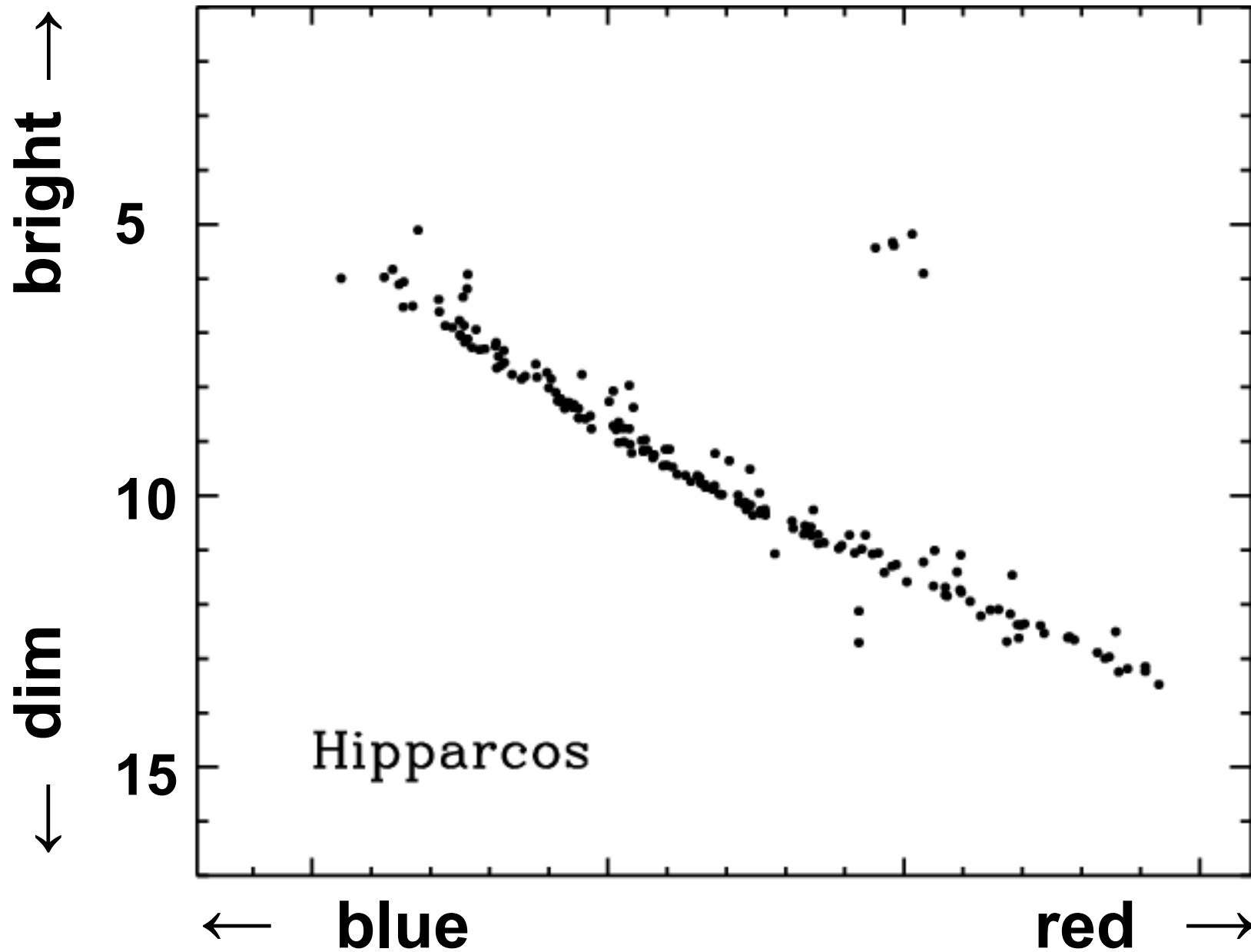


Ejnar Hertzsprung (1873-1967)



Henry Russell (1877-1957)

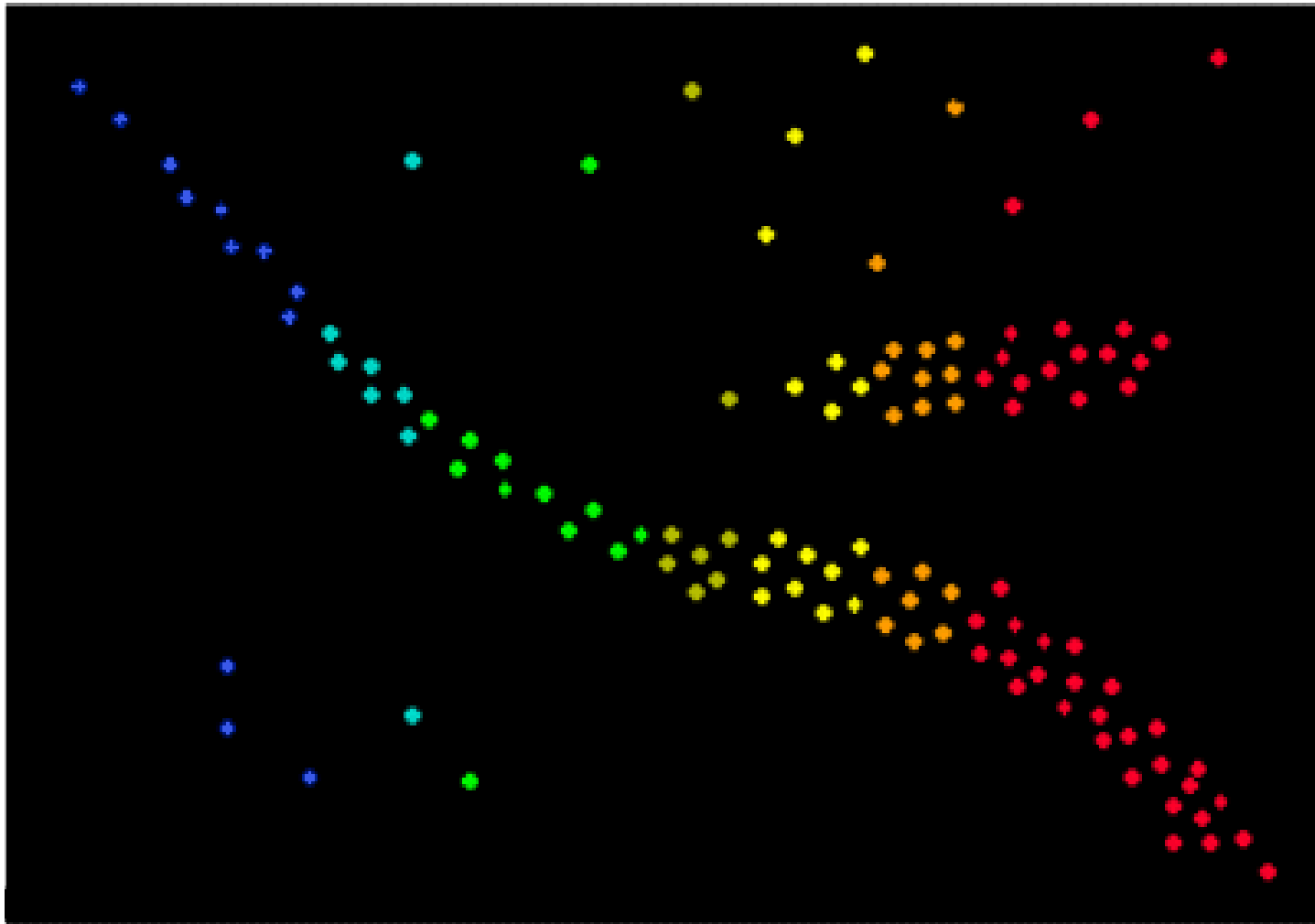
Hyades HR diagram

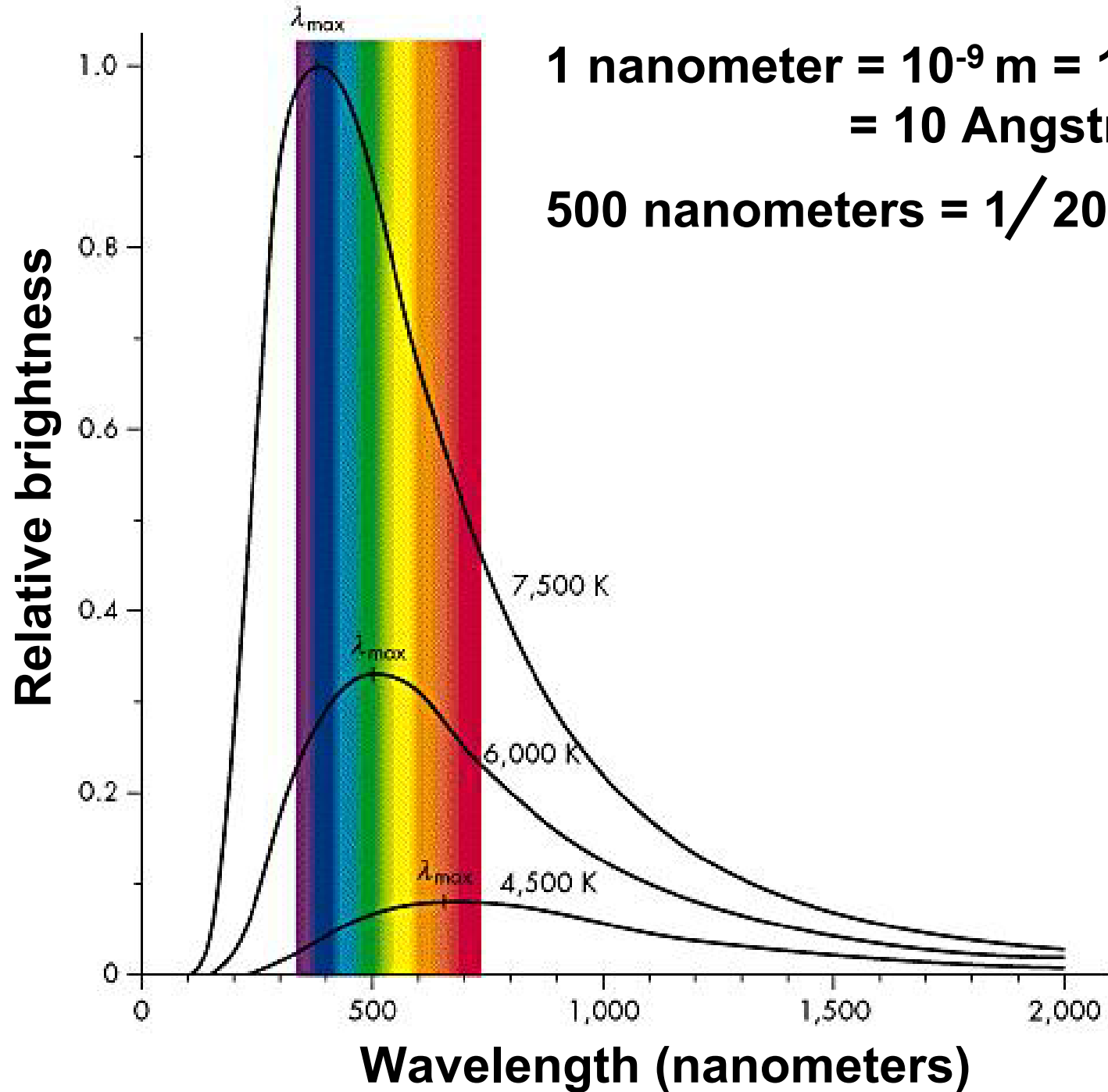


Hertzsprung-Russell Diagram

BRIGHT
MAGNITUDE
DIM

V **I** **B** **G** **Y** **O** **R**
COLOR

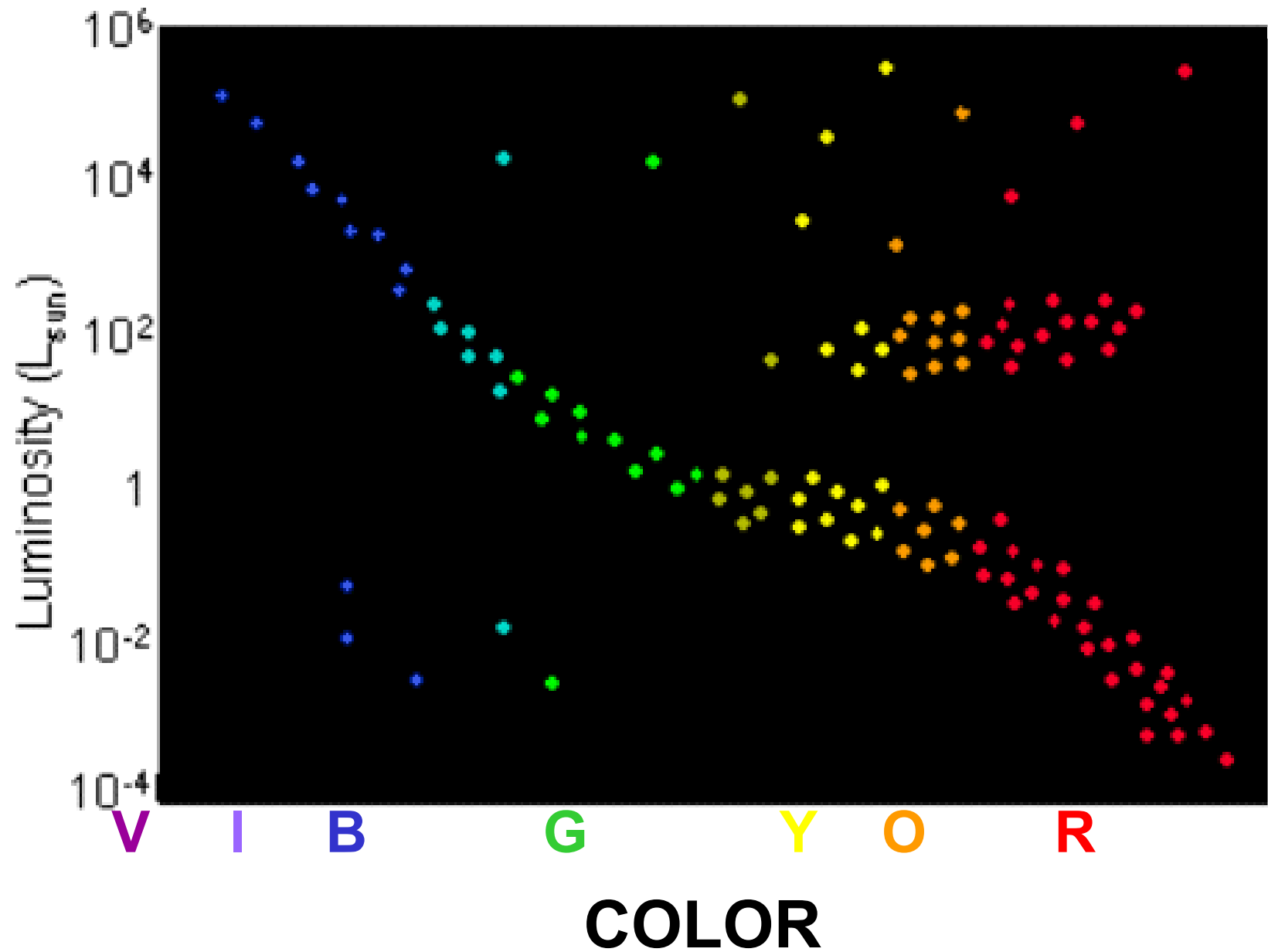


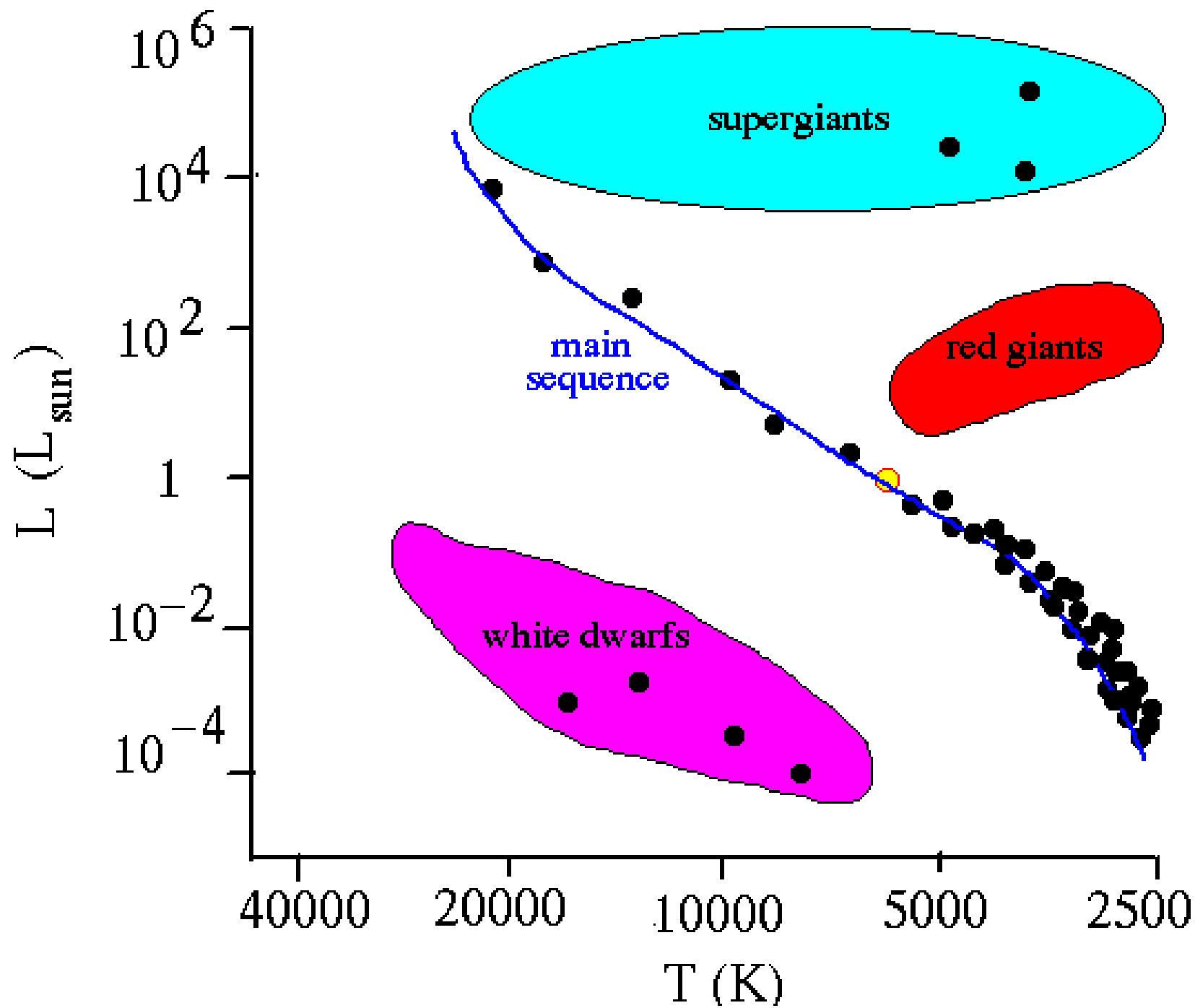


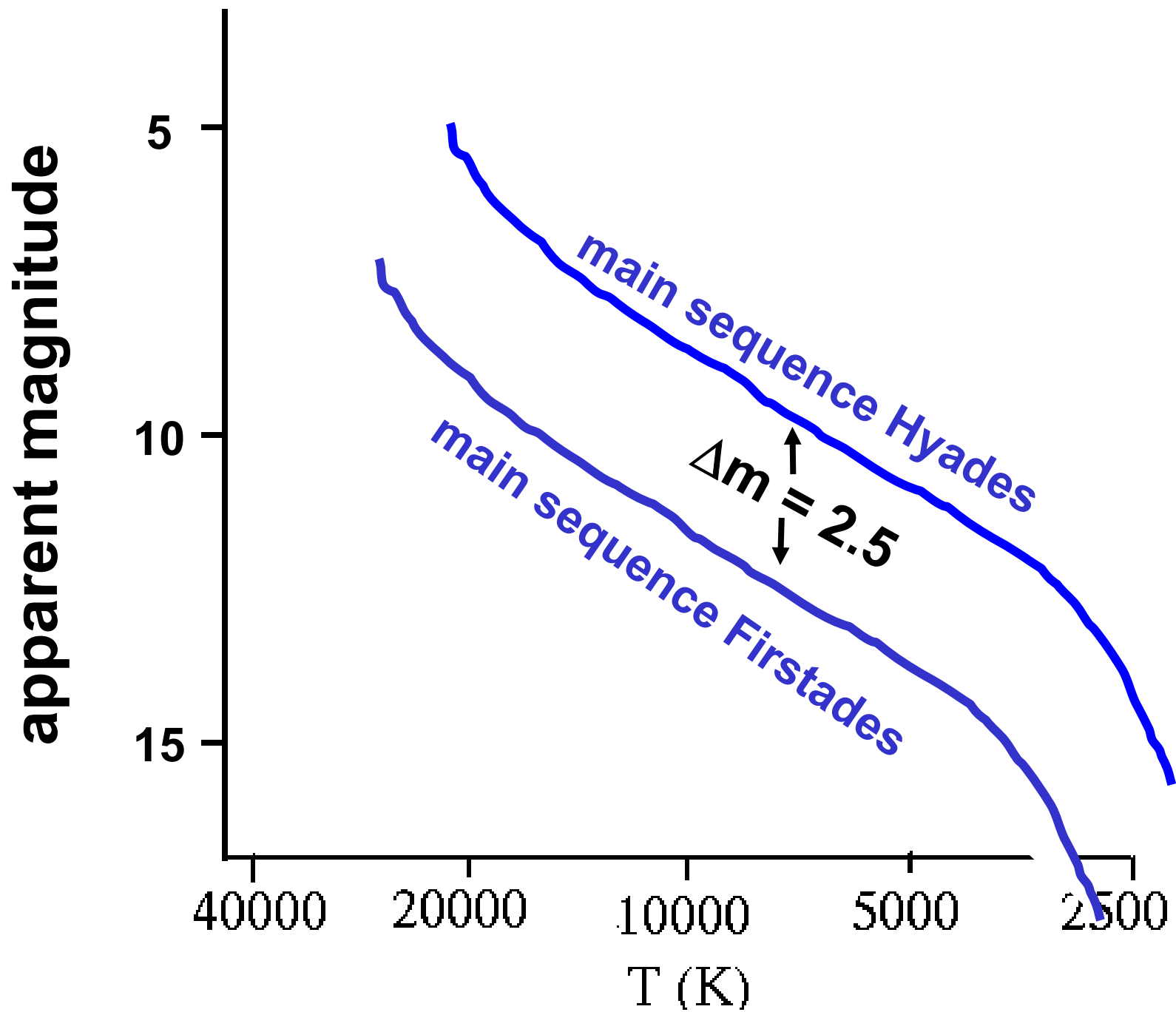
**1 nanometer = 10^{-9} m = 10^{-7} cm
= 10 Angstroms**

500 nanometers = $1/20,000$ cm

Schematic Hertzsprung-Russell Diagram





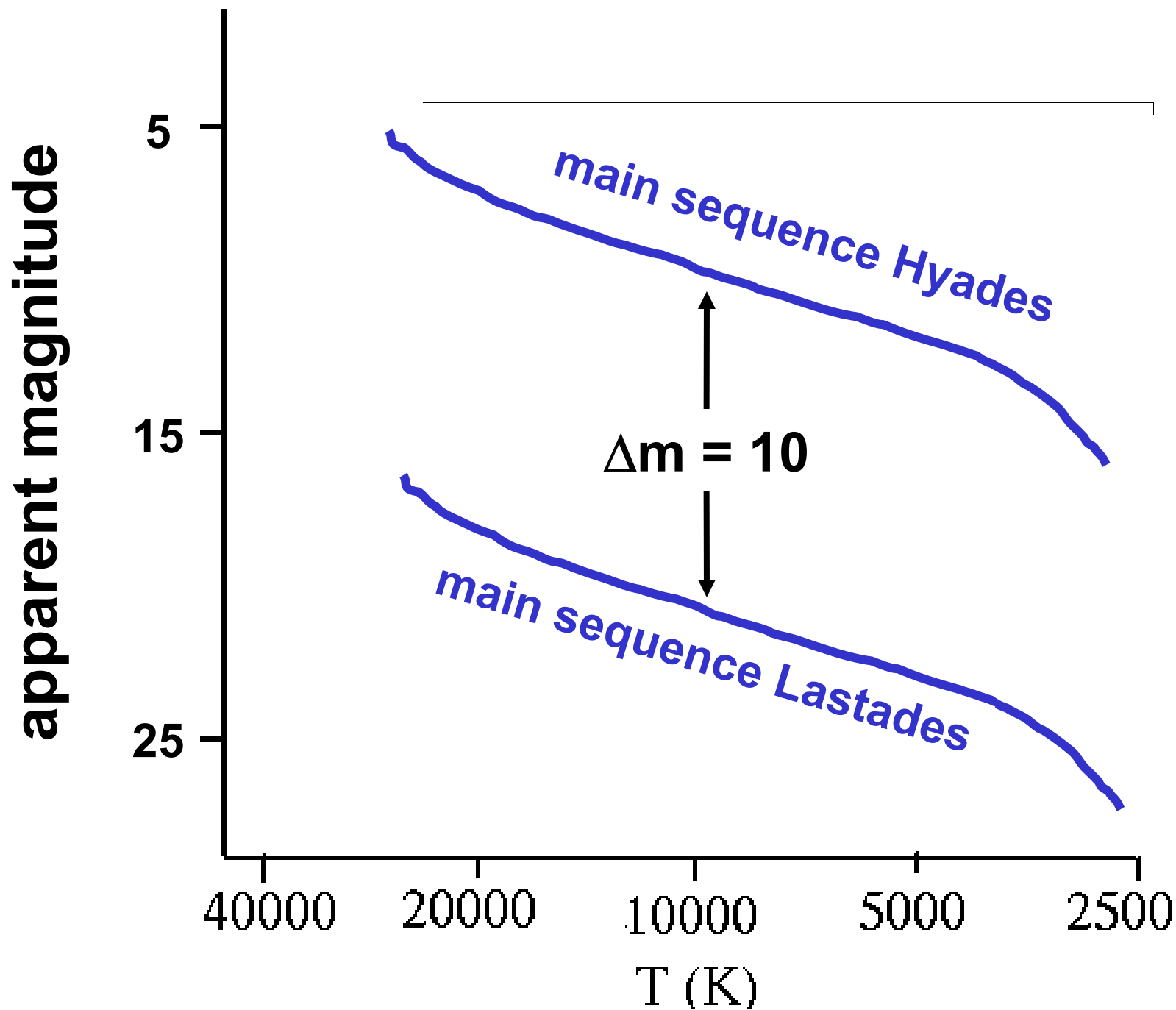


If Δm between Firstades and Hyades only due to difference in distance, then can express distance to Firstades in terms of distance to Hyades.

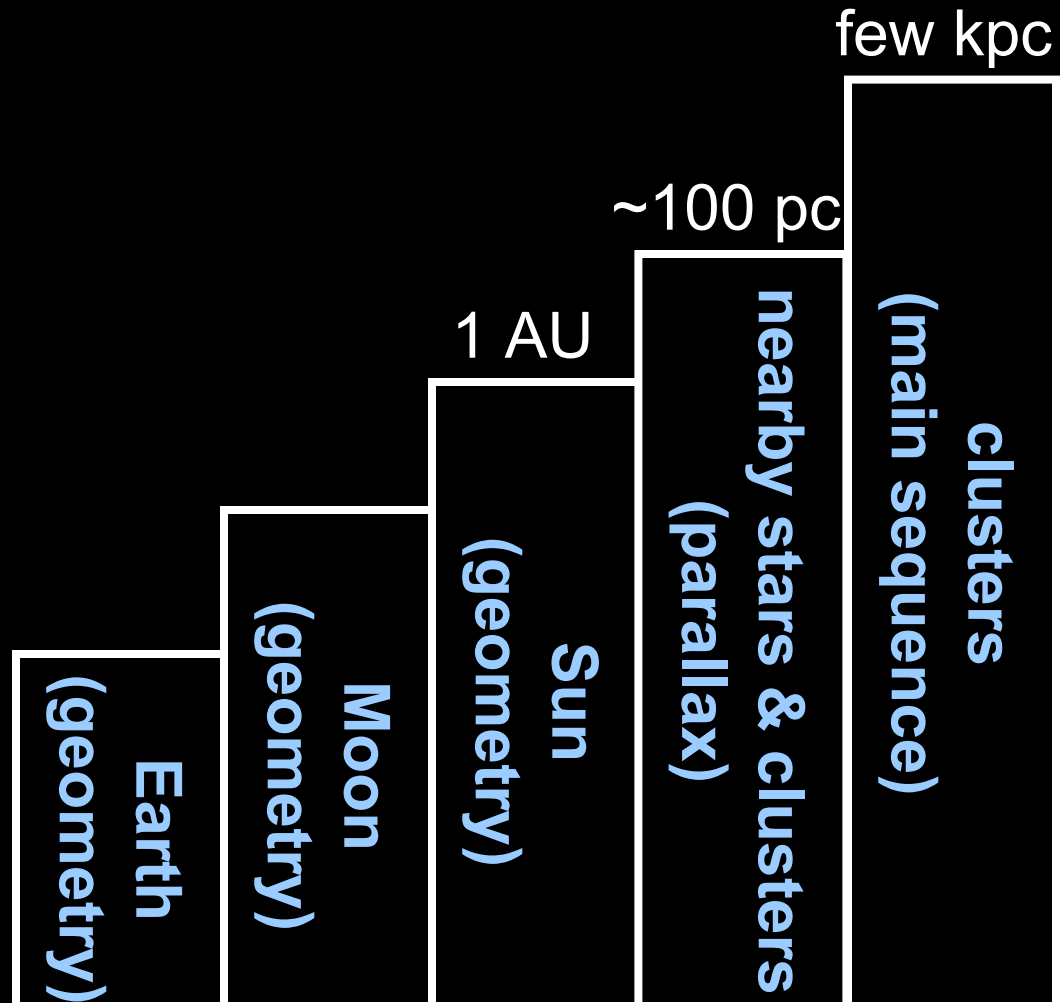
$$\frac{I_H}{I_F} = \frac{R_F^2}{R_H^2} \quad 10 = \frac{R_F^2}{R_H^2} \quad 3 = \frac{R_F}{R_H}$$

Distances to other clusters

- **Construct H-R diagram for cluster**
- **Measure Δm compared to HR diagram for Hyades**
- **Compute distance in terms of distance to Hyades**
- **How far can you go?**
- **Say most distant open observable cluster is Lastades**



The Cosmological Distance Ladder



- Main sequence stars are not extremely bright...
we need brighter “standard candle”

$$\text{Intensity} = \frac{\text{Luminosity}}{4\pi R^2}$$

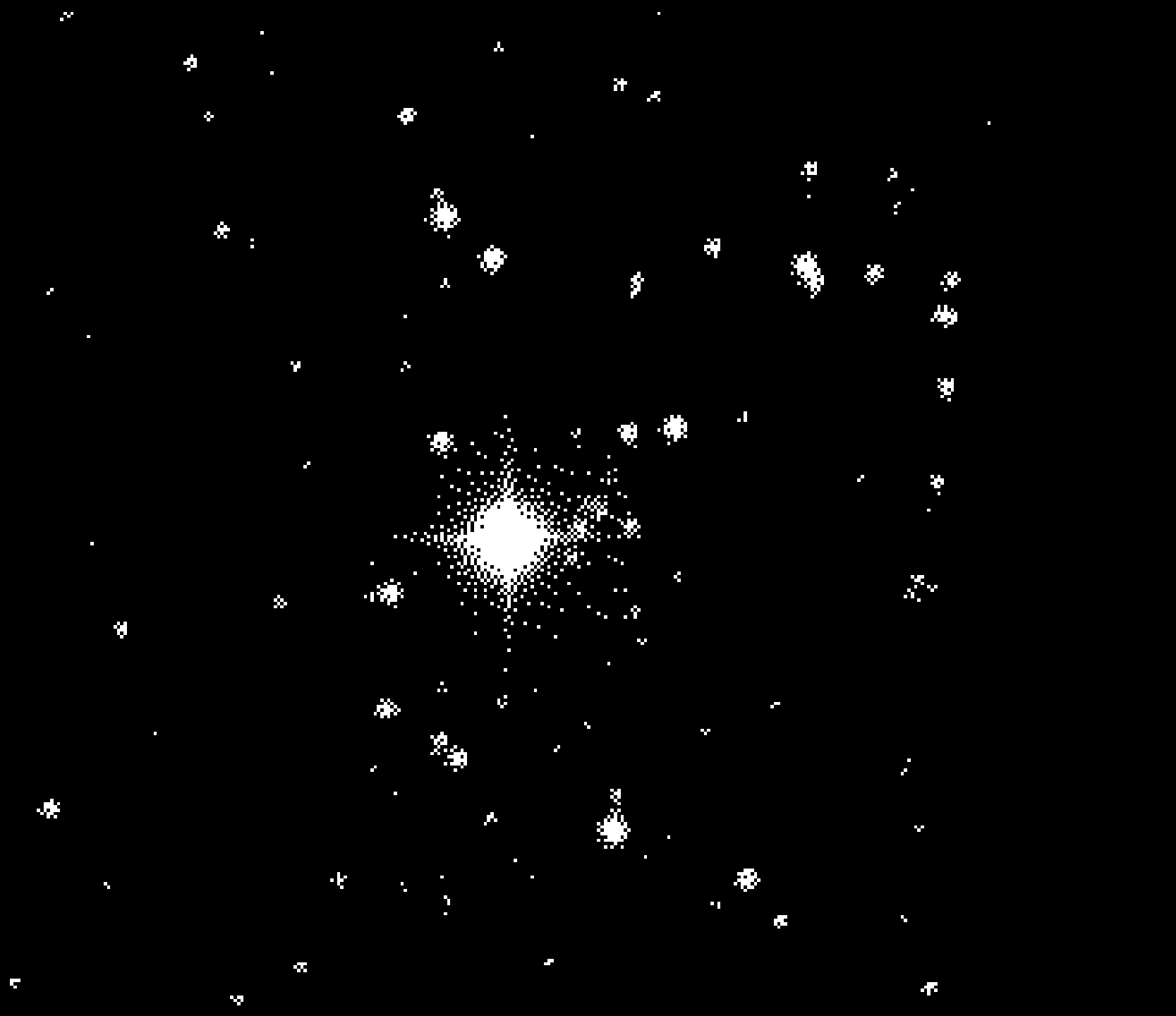
They move

They have different apparent brightness

They have different colors

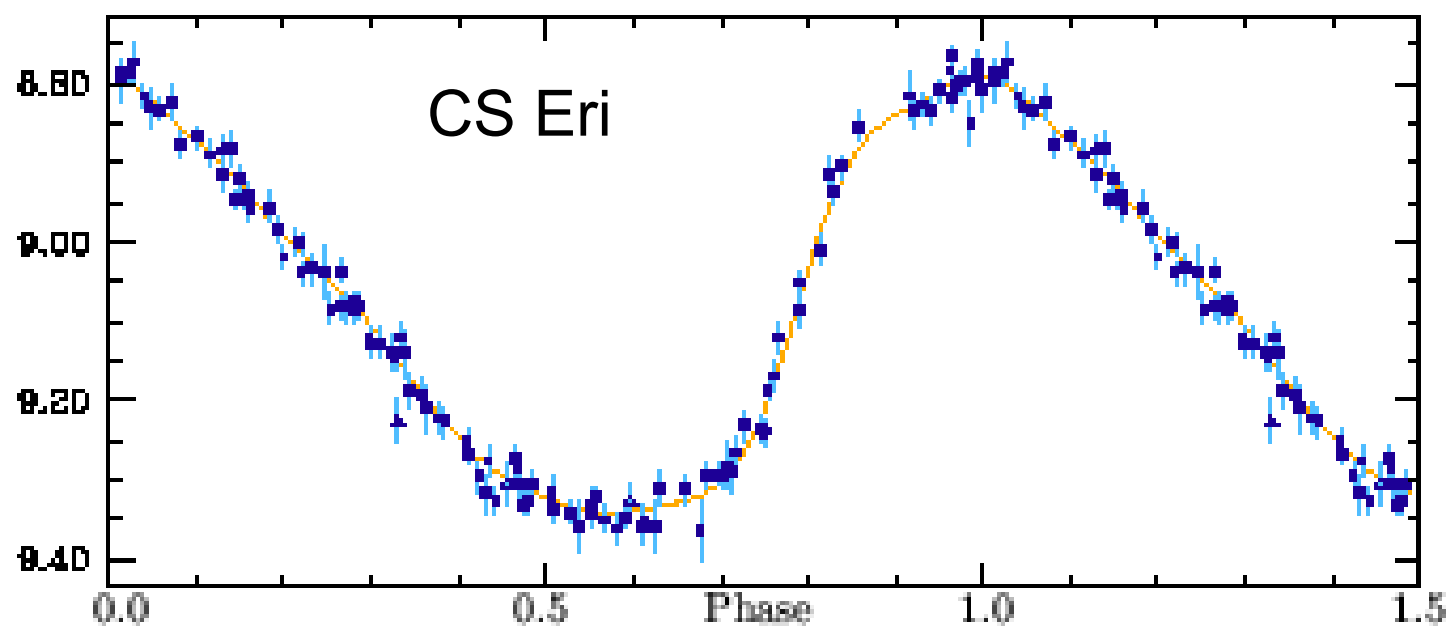
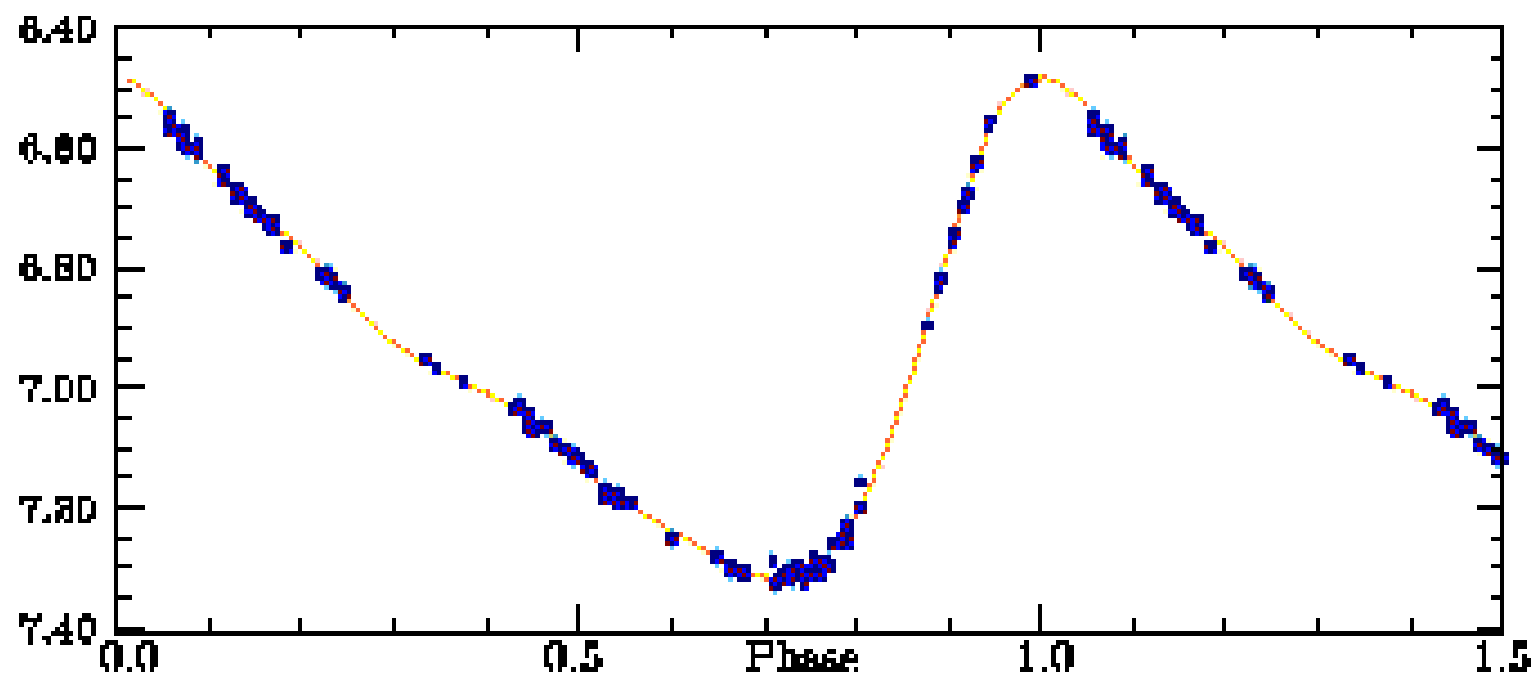
They change in brightness

RR Lyrae Stars



RR Lyrae Stars

- **Class named after a particular star: RR Lyrae**
- **Compared to the sun**
 - half the mass
 - older than sun
 - hotter
 - expended hydrogen ... burning helium to carbon
 - pulsates
- **Changes brightness with regular period of days**
- **Luminosity determined by size & temperature**
 - for same temperature: larger → more luminous
 - for same size: hotter → more luminous
- **Shrink → compressional heating → more luminous**



- Main sequence stars are not extremely bright... we need brighter “standard candle”

$$\text{Intensity} = \frac{\text{Luminosity}}{4\pi R^2}$$

- **RR Lyrae** stars found in distant clusters we know the distance to via H-R fitting.
- RR Lyrae stars are identified because their light output changes regularly on a time scale of half to one day.
- They are brighter than the sun by about a factor of 100 and are standard candles. Can see farther away and use as standard candle.

The Cosmological Distance Ladder

